PRIMA'S OFFICIAL STRATEGY GUIDE

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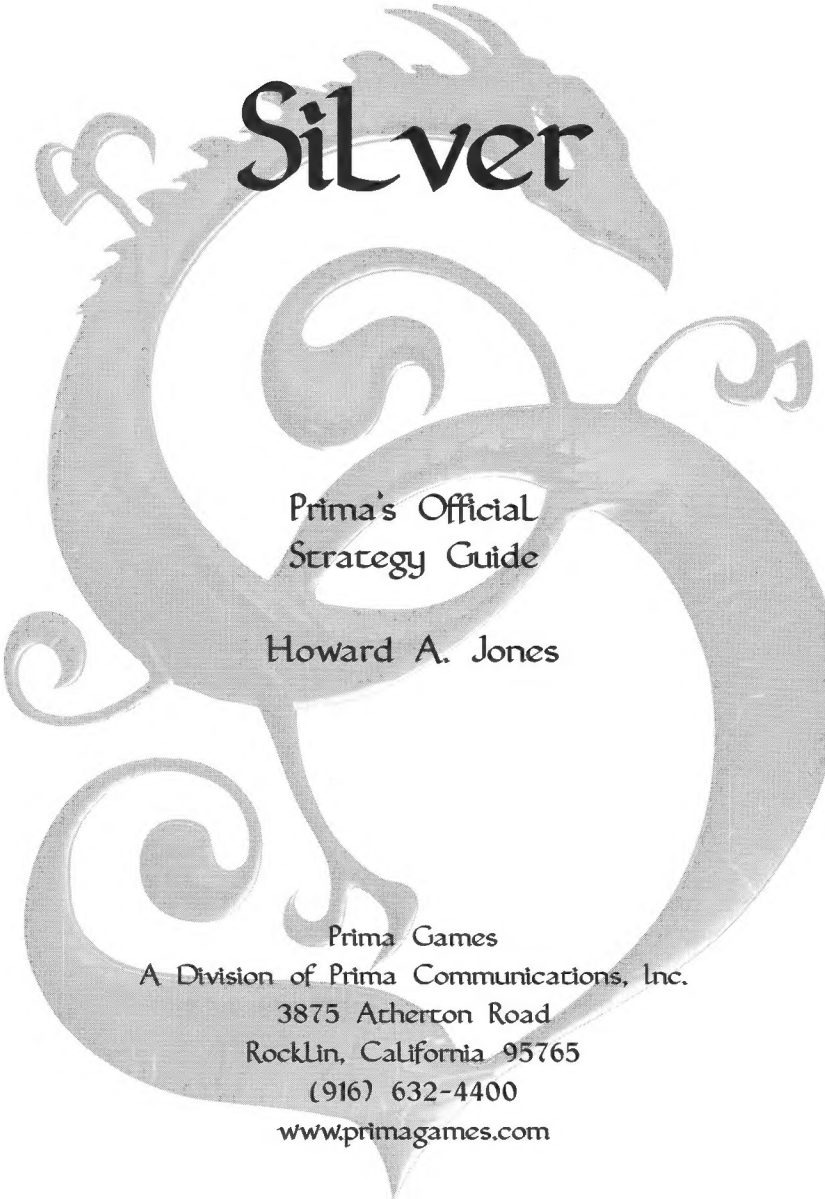
Howard A. Jones



Silver

Prima's Official
Strategy Guide

Howard A. Jones

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FOREWORD

The *Silver* team (formerly with Infogrames and now known as Spiral House) was formed in 1996 and, on and off, has consisted of about 15 members. We've all come from various computing backgrounds. Some were born out of the old 'garage programmer/artist' set, others came straight from university clutching their freshly printed degrees in hand, and we've even had a couple of very talented game testers-turned-artists join our ranks. The oldies among us have been in the industry for years, and in that time a lot of experience has been gathered, built upon, and exploited. We had the raw talent; now all we needed was an outlet for it and that came in the form of *Silver*.

Long before *Silver*, there had been many RPG's and real-time hack 'n' slash games, each with their own positive and negative points. With *Silver*, we wanted to take the best elements from each genre and combine them into something new and original. We combined the magic, spectacular particle effects, and hero management of RPG's with the excitement and hands-on action of a hack 'n' slash. We didn't want the combat to just be about swords swinging and firebolts fizzing. We wanted the player to think about strategies to employ against various foes and situations. On top of that we introduced multiple heroes to add depth to the combat and greater possibilities.

The sword fighting in *Silver* is something that we are particularly proud of. In a lot of games, combat is simply initiated by the rapid pressing of one or two buttons. This soon becomes very dull and repetitive and requires little or no skill. In *Silver*, the mouse gesturing system gives players the feeling that they are making miniature sword strokes with the mouse; this pulls them into the action.

Right from the start, we wanted *Silver* to have a strong graphical feel and style to it—immersing the player and drawing him or her deeper into the game. The backgrounds were originally going to be 2D-isometric with the tiles being created using 3DS4 and then pieced together with a level editor. That was until we saw some screenshots of Heart of Darkness. They also used 3DS4 and we were blown away with what they had produced. So, it was back to the drawing board to come up with something else. It was then that we decided to change to fully-rendered backgrounds with a camera viewpoint. The look and feel of the game was vastly improved. The background lighting and moodiness of the scenes looked more convincing, as did the characters, which looked more like they belonged in the scene. We were very pleased when a visiting

3DS4 representative, after seeing our work, commented on the fact that we were doing things with 3DS4 that he didn't think possible.

The characters ended up having a short, squat look, giving a slight manga feel to them. Because the characters can appear quite small on screen, we had to ditch the usual humanoid body proportions because they ended up looking too thin, and details like the face, feet, and hands could not be made out. So, to give the characters more definition we skewed the proportion of their heads, hands, and feet. The result is more robust, solid-looking characters.

A lot of work and effort went into the magic and particle-based effects. We had masses of different particle-based magic spells and weapons, each with its own effect. The end results are gorgeous, and make the large-scale battles spectacular indeed.

As *Silver* contains a lot of speech, we thought it important that the quality of the dialogue be high. Nothing can put a gamer off like inappropriate voices and bad acting. We signed up 10 actors from various backgrounds—film, television, radio, advertisements, and so on. From the 10 actors we got close to 50 different character voices—all with various regional accents and speech quirks. The results are quite pleasing.

Technically, we created *Silver* to be accessible to the majority of PC owners, with the technology aimed toward a lower-end PC without 3-D acceleration. This enables both the hardcore and casual gamer to enjoy *Silver* without the need for expensive hardware upgrades.

Ask any artist, programmer, or designer what type of game they would like to work on and they;ll all tell you that they would like to make a game they would want to play. That is what *Silver* has been to us, first at Infogrames and now at Spiral House—fun to make but even more fun to play. We hope you enjoy *Silver*.

—Spiral House

INTRODUCTION

WELCOME TO THE WORLD OF JARRAH!

If you've installed *Silver* and watched the opening video, the amazing graphics are only a taste of what lies ahead. Fantastically executed backgrounds, a smooth-yet-versatile interface, challenging puzzles and foes, and an intriguing plot laced with clever scripting await all who take up the quest.

You start the game as David, a likable young man whose beloved wife is torn from him by Silver's minions. In his effort to rescue her, he stumbles upon the true nature of Silver's evil, joins forces with a heroic band of rebels, and accumulates unimaginable magical power. And yet even with your allies and hard-won skills, rescuing David's wife is a seemingly insurmountable challenge. Merciless enemies wait around almost every corner, and Silver himself, with all his dark magics, must be defeated. And even that may not be the final challenge...

ABOUT THIS BOOK

This book is designed to help you win your way through to the end of *Silver*, but be warne—within its pages every game secret is uncovered. Each of *Silver's* many surprising plot twists is revealed, and so you may not want to read too far ahead and spoil some of the suspense.

This book contains:

Chapter 1: Game Basics

This chapter analyzes all the game options and heroes, and offers suggestions about how best to use them all. It also includes a discussion of combat tactics that's an asset throughout your quest.

Chapters 2 – 10: Walkthrough

These eight chapters provide detailed strategies for getting through the complex problems and defeating the challenging foes in Jarrah. In these chapters, every chest and door is opened, every artifact recovered.

Chapter 11: Food and Weapons

This chapter describes non-magical items used by your characters, including a list of food items and how many health points they restore, and gives a complete list of special moves.

Chapter 12: Magic

Although magic tactics are discussed in Chapter 1, Chapter 12 provides short lists of all potions, orbs, and items so you can pause the game and quickly access the information you need. Its breakdowns of potion colors and levels of orb magic power are particularly useful.

Chapter 13: Enemies

As an added bonus, this chapter lists statistics for all the important monsters you face while questing through the world of Jarrah. Wondering why that Aqua Dragon was so hard to kill? Take a look at his hit points and armor class.

This book describes one way to survive the perils of *Silver*. The play style described in the walkthrough is guaranteed to get you through with a minimum of hero deaths, but it may not be for everyone. It's certainly possible to succeed with fewer mages in the game party (or even more), and even in the final stages of the game it's possible to survive some rooms without recharging magic, special moves, and health at the end of battles.

Use this book as a guide, but feel free to experiment. *Silver's* game interface has great flexibility, and inventive players will find their own favorite tactics.

Chapter 1
Game Basics

Life in Jarrah is always an adventure, and it can soon get deadly for any hero who isn't familiar with his own skills.

In this section there are many factual suggestions and useful recommendations that aren't in the manual.

GAME OPTIONS

After the opening video, there is a screen giving you four choices: Start, Load, Options, and Quit Game. Clicking Start begins a game, clicking load loads a game that you've saved, and clicking quit exits the game. Clicking Options gives you an entirely new range of choices. From the Options screen, you can select either Sound or Preferences.

TIP

The startling video plays automatically whenever you begin the game, but you can skip it by pressing Esc.

The Sound screen enables you to adjust the levels for speech, music, and sound effects. Turn the speech, music, and sound effects pretty near maximum—you don't want to miss something. The sound effects alert you to enemies or tell you when a magic item is used up, and *Silver*

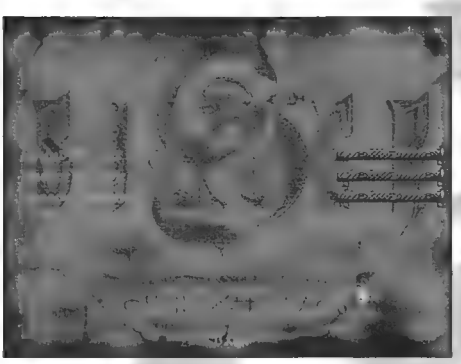


Fig. 1-1. The Sound screen.

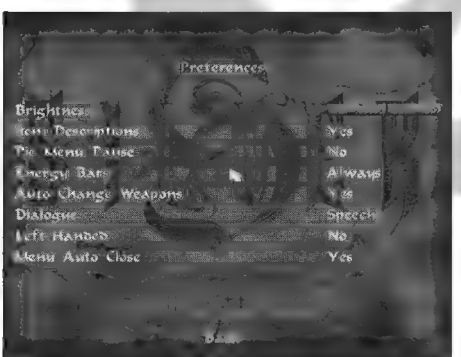


Fig. 1-2. The Preferences screen.

features some great atmospheric music. If you want to alter the settings for any of these sound options, click and drag on the slider.

After you finish selecting your sound options, selecting "Back" returns you to the Options screen.

From the Preferences screen, you can change several settings.

- Brightness—With this scrollbar you can set the relative brightness of the game. Select a higher level of brightness so that *Silver*'s stunning backgrounds aren't lost in shadows.
- Item Descriptions—Relating to the Pie Menu, you can choose to have descritors appear in the upper left hand corner of the screen when an item is highlighted.
- Pie Menu Pause—You can select for gameplay to stop while you are accessing the Pie Menu, that way you will not lose hit points while switching between weapons or accessing food. This may prove useful in more difficult battles.
- Energy Bars—You can choose to set your energy bars to appear always or only during battles. It gets unorganized to have energy bars always visible in the upper left, so you should probably choose battles only.
- Auto Change Weapons—Leave this set to yes. It means that when your heroes are using ranged weapons and run out of the one they're using (bombs, say), they automatically use the next ranged weapon in your arsenal.
- Dialogue—You can switch between speech, text or speech and text.
- Menu Auto Close—Keep this set to yes. By doing so, the Pie Menu will automatically close after you have selected an item.
- Left-Handed—If you're left-handed, *Silver* gives you the option of playing the game with a left-handed mouse!

Scripted Scenes

Throughout the game, there are scenes in which your heroes or other characters converse with one another. During these scenes, you'll get important information or merely be entertained with some witty banter. You can tell when one of these scenes is starting because the icon of an open book appears on screen. Sit back and watch.

HEROES

For the initial section of the game, David is the only hero you can control, but before too long you meet five others who can join your quest. Only two can join David at any one time, and it helps to know about them so you can decide whether to invite them in or send them to train at the rebel camp.

Which heroes you select really depends on your play style. It's possible to choose a force made up entirely of front-line fighters or magic-users, or you can mix things up—many of the characters can function in dual roles.

Vivienne wields a deadly blade.

Starting Statistics

As you adventure, the statistics of your heroes rise quickly. Still, the following table should demonstrate the differences in point values between the heroes at experience level 1. As the heroes advance in levels, the differences remain similar.

Hero Starting Statistics

Character	Strength	Dexterity	Manual Dexterity	Health Points	Magic Points
David	46	34	31	96	37
Sekune	36	31	58	70	15
Vivienne	40	36	32	80	26
Jug	60	8	25	112	8
Cagen	36	70	40	84	60
Chiaro	16	44	24	50	60

A look at this table reveals that Jug is the toughest hero, with 112 health points, and Chiaro is the weakest. Jug, though, is the slowest, with 8 dexterity, and Sekune the swiftest, with a 58 dexterity. Cagen and Chiaro start out with the same amount of magic points, but Chiaro quickly eclipses Cagen as the best sorcerer in the game. Let's take a moment for a more in-depth analysis of the characters and their talents.

David

David leads the quest on a tireless search for his beloved Jennifer. He's eloquent and just. He can function as both a warrior and a mage, being the second-best warrior and the third-best mage, and has the second largest amount of hit points.

Once you gain the dual knightly swords, you should equip David with them, because they are deadliest in his hands.

Sekune

Sekune's motivations remain mysterious, but there's no question about her loyalty to David and the quest. She's the archer supreme of the group, and has a better ranged skill than any other hero. She is swifter than other characters, which partly balances out her lower health-point count, but she has little talent for magic.

Equip Sekune with any ranged weapon. She's most deadly with any sort of bow. She's best used at the rear of the group, showering opponents with arrows while the front-line warriors charge into battle.

Fig. 1-4. Sekune: archer supreme.

Vivienne

Vivienne joins the quest to find her sister, Marianne, who has been kidnapped by Silver's henchmen. She's forthright and somewhat blunt. While she doesn't quite match David's health points, she's a little faster and makes a fine front-line warrior. She also makes a decent back-up mage, being fourth highest in magic points.

As soon as you come upon a bastard sword, equip Vivienne with it—she's most deadly when armed with one.

Jug

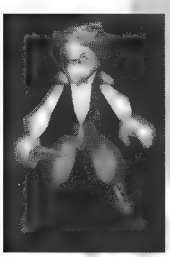
Jug loves a good fight as much as any brave warrior, but he also believes in a good cause. He may not be the swiftest hero or the most well-spoken, but he's the toughest, and by the game's end may

have more than double the amount of points of some heroes. He has little skill with magic, but is ideally-suited as a front-line fighter.

As soon as you find a war hammer, give it to Jug. No other weapon is as deadly in his hands.

Cagen

Balanced and respectful, Cagen is determined to stop Silver so that the world can be restored to its proper path. He's a master of unarmed combat, the second best mage of all the heroes, the second fastest, and has the third-highest amount of health points. He's the perfect middle-road, functioning well as both a warrior and a mage. Cagen is perfectly capable without a weapon, though in later sections of the game he's more effective when wielding a hand-held weapon of some kind.



Chiaro

Pupil and friend of the great artist Reuben, Chiaro joins the quest when he learns of Reuben's death at the hands of Silver. Much more than a talented artist himself, Chiaro has an innate gift for magic and is the best sorcerer of all the heroes. As he progresses in levels, he gains more magic points even than Cagen, and can continue casting spells long after other heroes have run out of spell points.

Chiaro can defend himself well enough with shields and weapons when out of spell points, but his true proficiency is with magic.

Fig. 1-5. Chiaro, master of magic.

Choosing Party Members

You can tailor your party of heroes to reflect your own play style, choosing a party made up completely of sorcerers or completely of fighters, or you can mix and match. There are many combinations, but I'll list only the ones I found most useful here.

- David, Jug, and Vivienne—With these three, you have three heavy hitters. You probably won't get as good as quickly with the magic spheres, but David and Vivienne are both decent sorcerers and can use the magic spheres when needed.
- David, Jug, and Cagen—A good mix, with strong fighting ability and decent magic talent, because David and Cagen make fine sorcerers. Not quite as effective as David, Jug, and Chiaro.

- David, Jug, and Chiaro—With Jug as your front-line fighter, David and Chiaro can stand back and use magic until they run out of spell points. Once David runs out of spell points, he can assist Jug with hand-held weapons.

Fig. 1-6. Jug readies his battle axe for a terrific blow.

- David, Jug, and Sekune—This is another fighting party. Without Chiaro or Cagen, David has to serve as the best mage. Sekune can help him out by hanging back and lobbing ranged weapons at enemies while Jug holds the front line. When David runs out of magic, he can assist Jug.
- David, Vivienne, and Cagen—A strong fighting party that doubles as a strong magic party, because Cagen, David, and Vivienne can all use sorcery reasonably well.

GETTING AROUND

Walking and Running

Silver's basic interface is wonderfully intuitive. If you want to send a hero somewhere on screen, point to where you want to send the hero, and click. The hero walks there. If you want him or her to run, double-click. It doesn't get much simpler than that.

If you have all your heroes selected, they all walk or run, depending on whether you single-click or double-click.

Exiting

To leave a screen, place the pointer over the exit until a door icon appears, then click or double-click as usual. It doesn't matter if you have one hero or all selected—once you click or double-click on an available exit, all of them leave for the next screen.

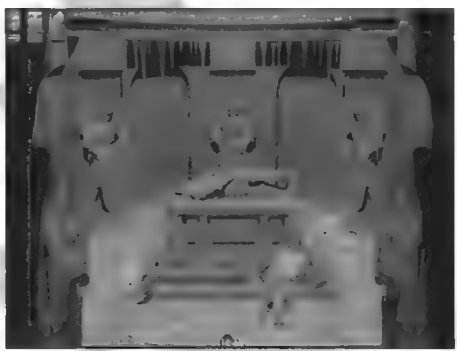


Fig. 1-7. Exiting the ice tomb.

Opening Doors and Chests

To open a chest, simply click on it. Note that some chests require keys to open. If you move the pointer over a chest and a key icon appears for a key you don't have, you won't be able to open the chest. If you do have the key, it opens.

Fig. 1-8. Picking up bread dropped by Vikings.

Picking Up Dropped Objects

When you open chests or defeat enemies, food, weapons, and other objects are left on the floor. To pick them up, simply move the pointer over the object until a hand icon appears, then click or double-click to add the item to your inventory.

An item can almost always be added to your inventory when you do this, but there are exceptions. If you're filled to the brim with a particular object, the hero trying to select it shakes his head and you hear a dull ringing noise. Most items have an upper limit—for instance, you can't have more than nine of any one type of food. Pick up multiple items by dragging a box around them.

NOTE: **When you defeat some enemies, they drop small blue, spheres. These are magic orbs, and can only be picked up by a hero who's low on magic points. A magic orb recharges magic points. If the hero trying to pick up the magic orb is unable to do so, that means that he or she is fully charged with magic points. Unfortunately, magic orbs can't be picked up and stored.**

Talking

If you enter a screen where enemies aren't attacking you, it could be that there are some folks on screen to whom you can speak. If your pointer changes into a mouth icon when you point toward a person, click, and your hero walks over to speak to the person you clicked on. Usually a character only has one set of things to say, but some of them are very talkative and say more when you click on them again. If you try to move the pointer over them again and the mouth icon doesn't appear, they have nothing more to say.

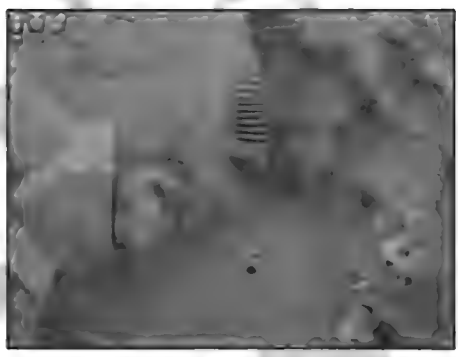


Fig. 1-9. Talk to Dr. Buzuki.

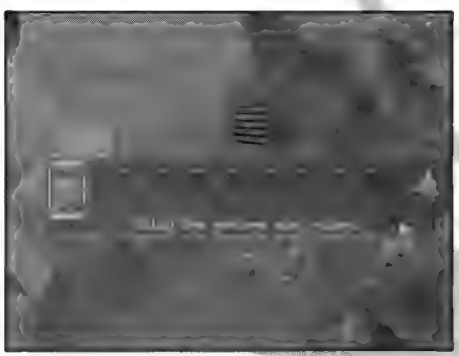


Fig. 1-10. Dr. Buzuki's selling potions—but you can't buy any without any gold!

Buying Potions and Supplies

There are normally three characters from whom you can purchase things: the food merchant; the arms merchant; and Dr. Buzuki, who sells potions. The food merchant and the arms merchant can be found in the barracks of Verdante and are the only two people with whom you can speak on that screen. Dr. Buzuki takes up residence in the tower of the Oracle after the Oracle tells you about the eight magical orbs, and is thereafter available to sell you potions.

To buy food, equipment, or potions, talk to the sellers. They'll give you a brief sales pitch,

followed by a screen showing their goods and how much they cost. Click on an item to buy it, and click on it again if you want more. Clicking the right mouse button returns unwanted purchases. Once you've filled up with a particular item or can't afford it, the item is grayed out. When you're through buying, click the checkmark.

Gold

You need gold to purchase things, and you don't start out with much. Fortunately, your enemies often have a few bags of it, and after you open the gate to Othias' Tower you have access to a spot that continually regenerates gold, albeit only 10 or 15 pieces at a time. For more details about gold at Othias' Tower, refer to Chapter 4.

Selecting Heroes

When *Silver* starts, David is automatically selected as your primary hero. There's always a green circle at the foot of your primary hero. Later, when you have two or three heroes to choose from, only one of them can be selected as the primary hero—the other two are secondary heroes, with blue circles beneath their feet.

What exactly is a primary hero and a secondary hero, and how do you switch back and forth between them?

- A primary hero is controlled by the player.
- Secondary heroes are controlled by the computer.

There are several ways to select heroes. The one you click on becomes the primary hero.

You can click and hold down the left mouse-button, then drag over the characters—a green box surrounds them, selecting the ones you want (those previously unselected become secondary characters).

It's much faster to use the computer keyboard, because it's hard to point and click in the heat of battle. Sometimes you'll want to send one hero forward to fire an arrow while the others wait in safety. More often, you'll want to have them all selected, fighting enemies together. And sometimes, in the midst of the battle, you'll want to switch between characters, for example, when you want each of them to use a special move against the same enemy. (Special moves have to be initiated by the player—the computer doesn't use them when it's controlling secondary heroes. See the section on Tactics later in this chapter.)

The following table is a handy shortcut to selecting and unselecting characters.

Selecting Heroes

Quick Key	Right-Hand Key	Left-Hand Key
Select David	1	Numpad 1
Select Hero 2	2	Numpad 2
Select Hero 3	3	Numpad 3
Select All Heroes	~	Bksp
Cycle Through Heroes	→	Enter
Add/Remove Hero from Group	Left Alt	Right Alt

Who hero 2 or 3 is depends on what order you recruited your heroes in, but can be confirmed by a quick look at the face icons in the upper-left portion of the screen.

Memorize the keys for cycling through heroes and selecting all heroes, because you'll need those in the thick of combat.

MASTERING THE MENUS

Silver's hero-control menu is incredibly intuitive. At almost any point in the game, you can right-click and a pie menu appears. By left-clicking in the center of the chart on the faces, you can cycle through the heroes. By left-clicking on the eight menu items, you can go to several sub-menus.

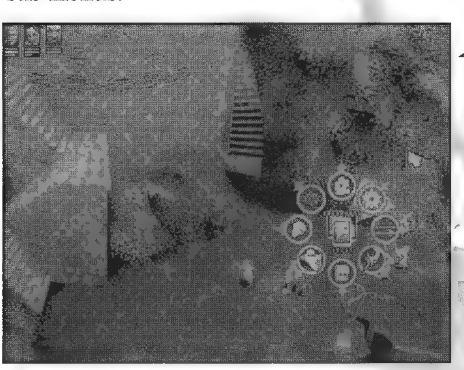


Fig. 1-11. The main menu.

The Main Menu

- Food—Selecting this menu takes you to another selection screen showing all the food currently in your possession. Different types of food restore different amounts of health points (see Chapter 11 for the exact amounts). If you have more than one of a type of food item, the number on the icon's lower-right side tells you how many you have. You can carry a total of nine of each kind of food.

- Magic orbs—Accessing this screen enables you to use one of the eight orbs—unless you don't have any of them yet, in which case there's nothing there. If another hero is equipped with an orb, it's grayed out and you can't select it.
- Ranged weapons—Selecting this icon takes you to a sub-menu of weapons that are either thrown or fired. If you have more than one of a certain kind of ranged weapon, the number in the lower-right indicates how many you have. The number in the upper-left of the icon indicates how many shots are set to be fired automatically by a secondary hero. (This is discussed in more detail in the automatic fire section later in this chapter.) Lastly, you can see how much ammunition you're supplied with (or how much of the item you have, in the case of bombs, throwing knives, and throwing axes) by looking at the circle itself. The more portions of the ring surrounding the icon are gold, the more ammunition you have.
- Magic items—The moon emblem at the end of the staff represents magic items carried by the hero, and clicking it takes you to a sub-menu of magic items (unless you don't have any yet). Each magic item carries a charge, indicated by the circle surrounding the item. The less gold in the circle, the less energy is left in the item. Fortunately, all magic items recharge eventually. The more powerful ones are slower at recharging than the ones you pick up earlier in the game.
- Backpack—By accessing your backpack, you can pull up a number of handy sub-menus, including the inventory menu, the potions menu, and a key menu. The backpack also stores items you may pick up from time to time to carry to other characters. The potions are discussed in more detail in the magic section. The key menu is nice to look at, but because you have this book it won't prove that useful—if you have the necessary key a door or chest opens automatically. If you don't have the needed key, it doesn't open. This book ensures that you can open every locked door or chest, eventually. The inventory screen is very useful and is discussed in detail immediately following this section.
- Shields—In *Silver*, shields are more than decoration and can actually be wielded to protect heroes. There are eight kinds of shields that can be carried by heroes, and each can withstand only a certain amount of damage before being smashed to pieces. The ring surrounding the icon of each shield shows you how damaged it is—the less gold around the ring, the less strength remains in your shield. You can't use a shield while wielding a magic orb. You can carry one while wielding only some ranged weapons—throwing knives, throwing axes, bombs, and Glass' glaive.

- Hand-Held Weapons—Clicking on the sword icon in the main menu takes you to a sub-menu of different hand-held weapons. If you have more than one of a certain type of weapon, the total number is indicated on the lower-right side of the weapon icon. See Chapter 12 for details about how much damage each type of hand-held weapon does.

The Inventory Screen

The top item you can select from your backpack sub-menu is your inventory, which shows you everything you need to know about your heroes and their possessions—how many orbs they have, how much gold they have, and what their current possessions are. It's the only place that tells you just how much gold you're carrying, which is often a handy thing to know.

Fig. 1-12. Look over your inventory. You can check your heroes' current statistics by clicking on their faces in the upper-left corner.

Equipping Items

Once you know your way around the menus, equipping items is a breeze. Just go to the specific sub-menu and left-click on the item you want. If you're carrying another item already, it doesn't matter—as soon as you click the new item, your character equips it. Say you're using a bow and want to switch to sword. Right-click to pull up the menu, then select the sword icon and you're taken to the hand-held weapons sub-menu. Pick your weapon of choice and you're immediately equipped with it.

There are a few exceptions to this, though. If another hero is using the item, you can't equip it. If you're attacking or being attacked, you sometimes can't equip it. Finally, if the item is out of ammunition or magical energy, you can't equip it.

If you're in the middle of an attack you can sometimes re-equip anyway, but you have to wait until your hero isn't acting or reacting to being hurt. You can either watch carefully to see when your hero is free, or momentarily run out of combat range.

Equipping with Quick Keys

It's possible to re-equip weapons, shields, and magic through the use of quick keys. Cycle to or click on the hero you want to select, then hit one of the quick keys shown in the following table. This pulls up the last shield the hero used, or the last ranged weapon he or she used, and so on.

Note that if you've just loaded a saved game, your heroes don't remember what they last used.

Equipping with Quick Keys

Item Selected	Right-Hand Keys	Left-Hand Keys
Last hand-held weapon	7	Numpad 7
Last magic used	8	Numpad 8
Last ranged weapon	9	Numpad 9
Last shield	0	Numpad +

ENERGY BARS

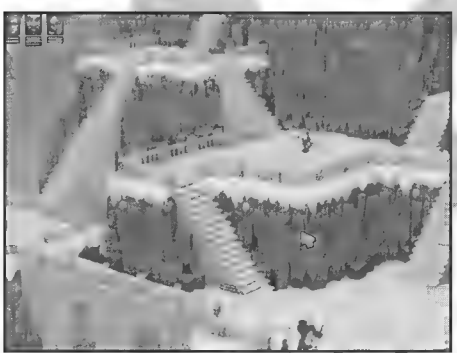


Fig. 1-13. The top bar beneath each face icon in the upper-left is health, and the bar beneath it is magic. Only heroes currently using a shield have a third bar, which indicates a shield's current strength.

In battle (or always, if you elected to always show energy bars when you set preferences), each hero is represented by a picture of his face in the upper-left corner of the screen. Beneath each hero's face are two bars, or three if the hero is carrying a shield.

The first bar is the health bar, and indicates the hero's health, ranging from completely green to blank, meaning nearly dead. Before your character dies, the bar will shift to red and the picture of the hero's face will be outlined in flashing red.

The bar beneath the health bar tracks a hero's current charge of magic points, ranging from white to dark blue to non-existent. Magic points are expended as the hero uses the magic orbs, and recharge automatically. They can be recharged more quickly by drinking potions or picking up spell orbs, which is detailed in the section on magic later in this chapter.

Only a hero carrying a shield has a third bar. The shield's current strength is indicated by the purple bar. The shorter the bar, the more damage the shield has taken.

LOADING, QUITTING, AND SAVING

Fig. 1-14. Choosing a game to load.

Until the Duke gives you a map, saving the game is a matter of continuing through the adventure until you encounter a Chronicler. Once the Duke gives you a map, a Chronicler is permanently located by the ladders that lead to the rebel camp. To save a game with a Chronicler, merely speak to the Chronicler as you would to any other character and you're taken to a game-save screen. Type in a name that describes where you are in the game, and you're returned to gameplay.

If you wish to load a game at a time other than when you first start the game, press Esc, and you're given the option of loading. Select the game you want, and click on "Load" at the bottom of the screen.

To quit at any time during the game, simply press Esc.

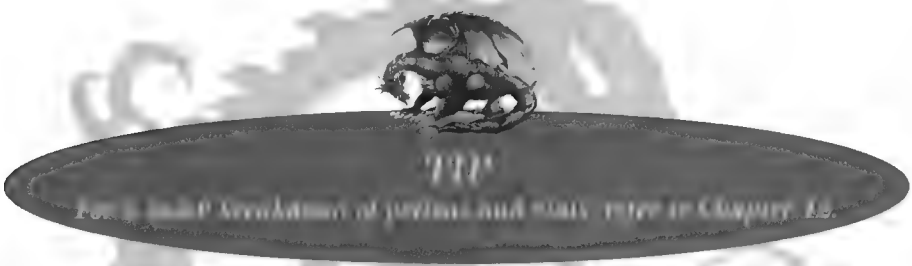
MAGIC

Magic abounds throughout the world of Jarrah. Haven is protected by a series of magic gates, preventing the impure of heart from entering, and a river of magical blood winds throughout Metalon, powering Silver's dark sorceries.

Your heroes can master three sorts of magic: magic in potions or vials, magical items, and orbs of magical power. The orbs and items have to be found by your heroes. You'll occasionally stumble upon vials or potions, but they're easier, if not exactly affordable, to come by through Dr. Buzuki, who sells them outside the tower of the Oracle.

Vials and Potions

By the end of the game, heroes can throw three different kinds of vials and drink five different potions.



Vials

Magic liquids encased in vials aren't imbibed, they're thrown by heroes. To use them against an enemy, right-click to call up the main menu, click the backpack icon, click the potions and vials icon, then select the vial you want. Each is destructive in its own special way.

- Gas vials—When thrown, these green vials spew noxious green smoke that's deadly even for many enemies in later stages of the game (though no vials should be counted upon to significantly damage the most powerful of monsters or enemies).
- Exploding vials—These light-red vials explode in a burst of crimson smoke when tossed on enemies, significantly wounding or killing them.
- Chaos potion—When a chaos potion affects an enemy, the enemy turns on its fellows and fights them to the death. If those infected with the chaos potion are still alive after the battle they stand dumbly until the potion wears off.

Potions

To drink any of the five different potions, you have to right-click to pull up the main menu, left-click on the backpack, left-click on the potions sub-menu, then select the potion you desire. When your heroes drink the potion, they're temporarily immune to damage taken while they're attacked.

- Health—These white potions are expensive but extremely vital by the game's end. They're most useful during battles with really challenging monsters, when heroes don't have time to use the orb of healing magic and can't eat food fast enough to recover health points. Early in the game, it's usually cheaper to buy food items than health potions and just eat to recover points. Still, it's good to carry one or two around for emergencies at all times.

- Magic—The light blue magic potions restore all lost magic points to the drinker. These are absolutely essential to have during protracted battles where the use of magical power is the best way to destroy an enemy. So, a hero should carry three or four of them. Try to save them for the truly difficult monsters, because they're very expensive.
- Strength—These dark red potions boost the strength of the hero who drinks them, enabling the hero to do more damage when he or she attacks with hand-held weapons. While the potion is active, the hero is surrounded by a glowing red energy field.
- Enchanted armor—These violet potions provide added armor protection to the hero who drinks them. A hero thus protected is surrounded by a glowing violet energy field while the potion lasts.
- Absolute protection—This dark blue potion, unavailable until late in the game, completely protects the drinker from any sort of damage. You should be fully stocked with these potions before your heroes move against Silver.

Magic Items

From your magic items sub-menu, you can equip a hero with any of the magic items you've accumulated in your travels. All drain after a certain time, and then must recharge before their magic power can be used again.

TIP

Special moves can't be used with any magical weapons (ice wand, fire wand, and lightning staff), but a shield can be carried while a hero wields one.

Three of the magical items are weapons that are carried by hand:

- Ice wand—The first magical item you can wield, the ice wand is an ideal weapon to be used against heat-based creatures. It fires a blast of icy cold when aimed at enemies. It quickly runs out of energy.
- Fire wand—The fire wand is perfectly suited for blasting the denizens of the frozen realm of Winter.
- Lightning staff—The most powerful magical weapon is good for blasting just about anything!

Most of the rest of the magical items can be activated even while wielding another weapon or using magic:

- Amulet of seeing—When a hero equips the amulet of seeing, all invisible objects on the screen can be perceived by the heroes while they remain on screen. The amulet of seeing is absolutely essential for surviving a visit to the twisted realm of Atro, and can lead your heroes to invisible chests loaded with weapons, gold, and potions. It recharges more quickly than any other magic item, and lets out a distinctive chime when no longer active.
- Ring of invisibility—When heroes equip a ring of invisibility, they become invisible to all enemies on screen (although if they're using ranged weapons or magic, enemies can often deduce their positions). It's best used on one of your fighters to rush into the midst of your enemies.
- Ring of magic protection—By equipping the ring of magic protection, a hero is briefly protected from magical damage. It's ideal to equip one of your magic-using characters when he or she is battling against spell-using enemies, like those that infest Silver's palace.
- Scrolls of golem summoning—The three scrolls of golem summoning each summon a golem to attack your enemies. As you accumulate each one, it replaces the former scroll and increases the power of your golem. Golems can be extremely useful, both when you face a room full of enemies and when you face a difficult, single monster. In both cases, they keep an enemy occupied, enabling you to attack. The only real drawback about golems is that they take a long time to recharge.

- Lycanthrope necklace—Whoever equips the lycanthrope necklace briefly transforms into a werewolf, complete with superhuman strength and stamina. After returning to human form, heroes need to be re-equipped, even down to their special moves. It takes an extremely long time to recharge the lycanthrope necklace, but its user is restored to full health after wearing it.

The Magic Orbs

After the initial stages of the game, your heroes learn that Silver can only be defeated by eight magical orbs of power, created by a long dead race. For much of the remainder of the game your heroes search for these eight orbs: fire, ice, healing, lightning, acid, earth, time, and light. Not only are they essential for destroying Silver, each orb is useful on its own, because each can be equipped by a character.

Seven of the orbs have three different levels, but the higher levels can't be accessed unless the heroes use magic regularly—to get better at operating the orbs, you have to use them. You'll be in a world of hurt if you arrive at Metalon and can't use any of the orbs higher than level 1.

You don't have to be using a specific orb to raise its level. When you're able to use an orb at a higher level, you're informed by a bell-like noise and a brief flash of information in the upper-right corner that says, for example, "Acid Magic 3." Don't be surprised if you're informed that acid magic has gone up while you're using ice magic. Using magic gives you greater ability with the orbs—it doesn't matter what kind of orb you're using.

To shift between levels of magic with the orbs, use the keys shown on the following table.

Shifting Orb Magic Levels

Level	Right-Hand Keys	Left-Hand Keys
1	F1	Numpad 4
2	F2	Numpad 5
3	F3	Numpad 6

Magic Levels

You may wonder why you'd want to use one of the magic orbs at level 1 or 2 when you've attained level 3, but the answer is simple: The higher the level the magic that you're using, the more spell points it drains. You'll probably find that you want to set most magic at level 2, once

you're able to do so. In general, level 2 magics are more accurate than level 1 magics, and do more damage without the immense drain of spell points of level 3 magic (meaning that you can fire more times before running out of spell points). Several of the magic orbs, when set at level 2, fire a long series of projectiles rather than a single magic bolt. Time magic is an exception, as even at level 3 it's not particularly draining. When used on enemies at level 3, it practically freezes them in place.

See Chapter 12 for a complete breakdown of which setting does what. The Tactics section later in this chapter has some additional suggestions for how best to use the spheres.

Ranged and Area (Self)

To launch a ranged magical attack on an enemy, hold Ctrl and move the pointer (which changes to a glowing hand) over your target. Click the left mouse button.

To use magic on yourself, or to activate area magic (each orb does something different—see Chapter 12 for complete details), hold Ctrl and move the pointer (a hand with extended finger) over the caster until the hand glows.

Note that you can use some magic on your fellow heroes by targeting them instead of your enemies. You can heal them by selecting the orb of healing magic and clicking on a wounded hero, and you can speed them up by selecting the orb of time magic and clicking on a fellow hero.

Recharging

As you use magic, your spell points drop. They eventually recharge, but this can take some time. To recharge more quickly, the caster can always drink a magic potion. Some enemies drop small blue magic orbs as they're wounded or killed, and you can pick them up to recharge. Otherwise you just have to wait.

COMBAT

Silver's minions, allies, and your run-of-the-mill thugs and monsters are all out to kill you. You must master combat skills if you plan to survive. That mastery includes knowing when to use what weapon or move, and how to quickly switch back and forth between characters. In *Silver*, you can't just set your heroes to go beat on something, it's better to know your opponents' strengths and weaknesses—and, as Hamilcar Barca used to say, you need to make the ground fight for you. In other words, in *Silver* you can actually use the terrain to your advantage.

Before we can even discuss tactics, though, we need to look at the basic fighting moves. You get a chance to practice them all with Granddad before you actually see combat, but it won't hurt to study them beforehand. Special moves, the use of ranged weapons, and magic are likewise vital to your success.

Basic Moves

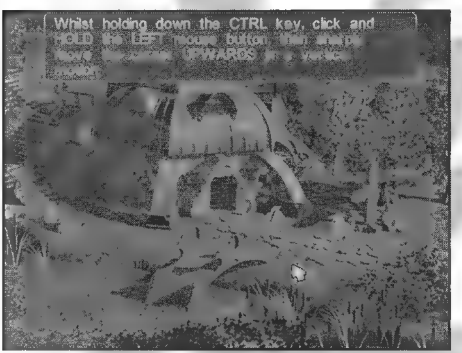
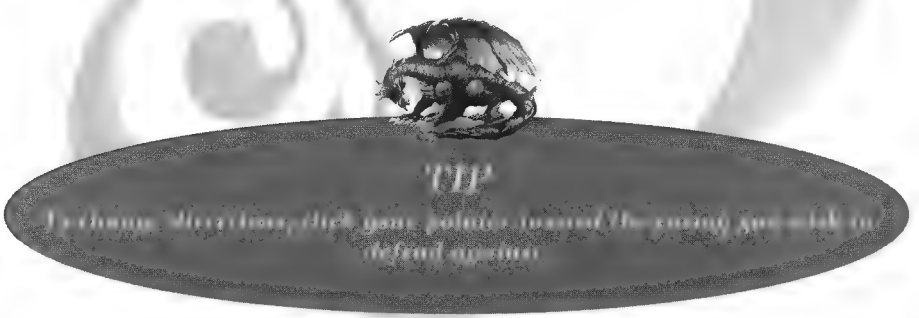


Fig. 1-16. Early in the game, Granddad teaches you each of the basic fighting moves.

To attack an opponent you need to target him or her by moving the cursor over him or her until a red circle appears beneath him or her. As you get deeper into the game you'll often find yourself surrounded by enemies, at which point you shouldn't wait to target—just start swinging, because you're bound to hit something.

All of these moves should be alternated with use of the shield and simple dodging. But when you're completely surrounded it's often better simply to keep swinging and take the damage, as you can't protect yourself against all sides (unless you down a potion of absolute protection).



Quick Slash/Jab

To strike an enemy quickly, hold down Ctrl and click the left mouse button.

Left Swipe

If the enemy's on your left, hold down Ctrl and the left mouse button and move your mouse to the left.

Right Swipe

If the enemy's on your right, hold down Ctrl and the left mouse button and move your mouse to the right.

Lunge

If you really want to hit your enemy hard, hold down Ctrl and the left mouse button while moving the mouse forward. The problem with the lunge is that it takes longer than the other moves, and it leaves you wide open for a moment afterwards. It should probably be attempted if your opponent is wide open or, in the case of skilled opponents, momentarily reeling or slowed by a time spell.

Back Slash

If enemies are sneaking up from behind, hold down Ctrl and the left mouse button and move the mouse backward. Your hero executes a 180 and swipes behind him or her.

The back slash is an excellent tactic to use when you're surrounded—by continually using the back slash you effectively are attacking in a circle. This is an ideal tactic to use against flying imps and bats, and more effective than using ranged weapons on them. Wait until they get close, then perform back slashes until they're all dead.

Shield

The most important basic move is defensive—learn how to use your shield. To equip a shield, right-click to pull up your game menu, then select the shield sub-menu and pick the shield you intend to select. (Remember that you have to pick up a shield before you can equip it!) Hold down Ctrl and click the right mouse button. You'll block the blows of any enemy you're facing.

Dodge

If you don't have a shield you can still act defensively—while holding Ctrl, click the right mouse button. Your hero will jump out of the way. Timing a dodge requires a little finesse—you have to wait until the weapon or attack almost strikes, then click the right mouse button.

Special Moves

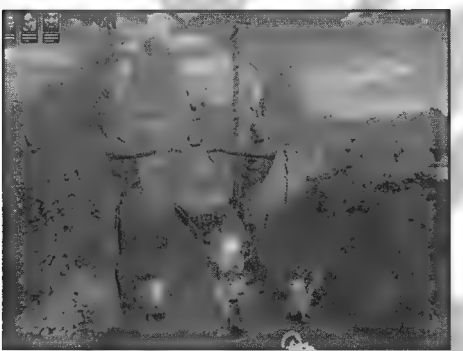


Fig. 1-17. Jug readies the Armageddon special attack.

To use a special move, it has to be equipped and charged. To execute a special move, hold down the right mouse button.

To equip a special move, simply right-click to pull up the basic menu, click on the special move icon, and select the special move you want to use. If the circle around the special move is partly silver, the special move is recharging and you can't use it yet. Once a special move recharges, you're notified by the brief appearance of its icon in the upper-right corner of the screen.

Special moves are some of the deadliest attacks in your non-magical arsenal (and the last two special moves you learn, the Berserker and the Armageddon, seem pretty magical). They're sometimes taught to you by other characters, but are more often found on scrolls you gain from enemies or find in chests. Once you learn a new special move, be sure to equip all of your heroes with it.

A complete list of special moves and short descriptions of them can be found in Chapter 12.

Ranged Weapons

Any ranged weapon can be equipped by right-clicking to pull up the ranged weapon sub-menu, then selecting the weapon you choose. David doesn't start out with any ranged weapons, but he soon accumulates a number of catapults (slingshots), and once Sekune joins him he finds arrows and bows in abundance.

The number at the bottom-right on each ranged weapon icon shows you how many of that kind of weapon you have. The amount of gold on the circle is relative to how much ammunition you have. You can get an exact count of how many arrows you have by looking in the upper-right of your inventory screen, discussed earlier in this chapter.

If there's a number at the top-left of the ranged weapon icon, it indicates the number of shots a secondary hero fires when the weapon is set for automatic fire. The infinity symbol means that the hero will fire the ranged weapon (or magic) until the weapon is out of ammunition (or all spell points are exhausted).

NOTE: If you chose the option Auto Change Weapons when you started the game, heroes automatically switch to the next ranged weapon when the ranged weapon they're using runs out of ammunition.

Automatic Fire

You can set any secondary hero to fire a number of arrows, fling other types of ranged weapons, or even to fire a certain number of magic blasts. Select the hero and equip him or her with the weapon or magic, then press one of the following keys while the pie menu chart is still on screen:

Automatic Fire

Number of Shots	Key
1	F5
3	F6
5	F7
Infinite	F8

Once you finish setting up automatic fire, make sure the hero you've set to automatic fire remains a secondary hero, and click on an enemy you wish to attack.

In general, Infinite is the best option to use. You always want your enemies dead in this game, and if you set the auto-fire option to Infinite, your hero keeps firing until the target

is dead. The only drawback to the Infinite setting is that one or two more attacks might be in the air just as the enemy falls, wasting ammunition. In early stages of the game, you can probably set automatic fire to three or five shots, but once you start after the orb of healing magic, I suggest setting automatic fire to Infinite.

Find Target

To select a target when you're firing a ranged weapon, you normally move the pointer near an enemy until the pointer changes into a sword icon. If you hold down the left shift-key while you're moving the pointer around, it becomes much easier—you don't have to move the pointer nearly as close to an enemy to select it.

Tactics

With two or three heroes to control and a vast range of options for each of them to choose, you have many choices whenever you charge into battle. Before looking at some of the best choices, though, let's look at some facts.

Line of Sight

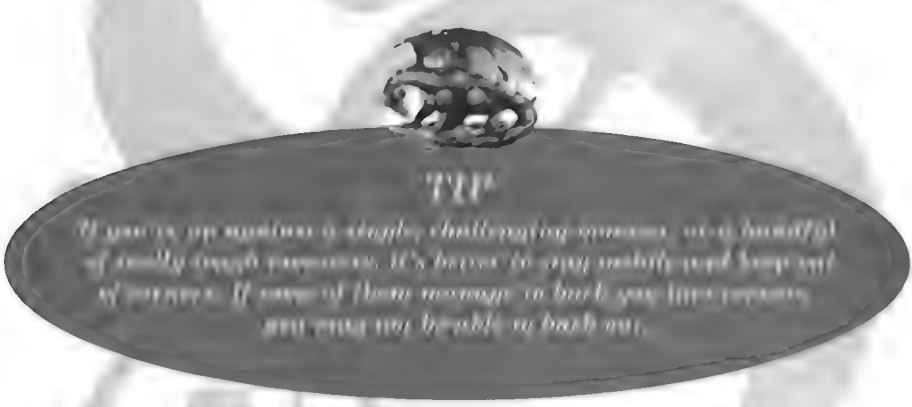
You can't hit enemies that are out of your line of sight, and they can't hit you. You can use this to your advantage. If archers are on a balcony, you can run under the balcony and they won't be able to hit you because they can't see you. Frequently you'll be trapped between archers on balconies on opposite sides of the screen, and when that happens, you should race to one side so you can be protected from one archer, and use ranged weapons to take down the archer you can see. Once that archer's dead, take cover under the other balcony and fire on the remaining archer. If cover's available, you may even want to send two of your heroes under cover and only expose one of them to damage while he or she is shooting back at the archers.

Fig. 1-20. Sekune is out of range of the archers—David runs out for a clear shot at them.

You also need to monitor line of sight when you're firing on enemies. If you're firing at them around a corner, your arrows or magic blasts may hit the corner of the wall instead of the enemy. Make sure you have a clear shot so that you don't waste ammunition.

High Ground and Narrow Ground

When possible, fight on high ground so that your enemies have to charge uphill to face you—you're more apt to have them in line of sight and you won't be as likely to be in their line of sight. If you face a number of enemies, try to remain in a corridor or on stairs—any narrower space, so that they can't surround you and must face you one at a time. It's not always easy to reach high or narrow ground—you may have to charge through a bank of enemies to get to it—but it's often worth it.



Trigger Points

Some screens have trigger points—some enemies appear when you advance to one point on screen, and more appear when you advance to another. I mention all the trigger points in the walkthrough section of this book, but it's an important thing to remember on any screen. Sometimes you should just fight the monsters that appear before you rather than charge for high ground.

Dispersal Mode

By pressing D (or Del if you have your computer set up for left-hand controls) you can toggle dispersal mode on and off. You can tell if it's on because the face icons of the heroes, in the upper-left, will be linked by a white chain. If there's no white chain, dispersal mode is off.

If dispersal mode is on, then all selected heroes will attack the same enemy. If dispersal mode is off, then selected heroes attack an enemy in the general vicinity of where you click.

Unless you face a single difficult enemy, it's usually best to leave dispersal mode off. More often than not you're challenged by a screen full of enemies, and having all heroes whomping on only one of them isn't as helpful.

Tactical Pointers

Combat Tips

- Use ranged weapons or magic against your enemies as much as possible. If they can't get near you, most of them can't hurt you. (If they have ranged weapons, they can't fire while reeling from the damage you're delivering.) This can mean that, for example, rather than entering a screen with Jug equipped with the war hammer, you might instead run onto a screen with Jug equipped with the lightning staff, and the other characters equipped with magic. Once the lightning staff gives out, switch Jug over to fire wand, then ice wand, then finally to his war hammer.
- When faced with large numbers of enemies or a single difficult enemy, have non-magical characters work through their special moves, toughest special move first. Re-equip through each special move and use it on your enemies until they're defeated.
- Once you get the Berserker and Armageddon special moves, it's sometimes best to equip all your heroes with these weapons and to cycle between heroes, using these special moves on foes in a room before switching magic-using characters back to magic. Both special moves, but especially the Armageddon, are deadly even at a distance.
- Don't forget to use gas vials, exploding vials, or the chaos potion on your enemies when you're surrounded and exhausted. It's easy to forget a potion that you found a few days ago in real time.

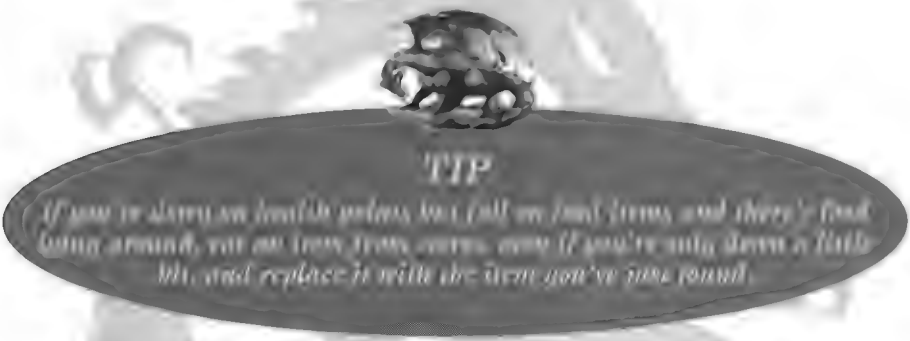
Magic Tips

- If your spellcasters are out of spell points, either recharge their spell points or equip them with weapon and shield and send them in to fight.
- Ice magic at level 2 and acid magic at level 2 fire streams of projectiles that hit multiple enemies. Many of the other magic projectiles hit only one target.
- When you gain time magic, equip it before you exit a screen, use it quickly on one or two of the tough enemies, then switch to another type of magic. Time magic slows your enemies down but doesn't otherwise harm them.
- Once your enemies are all dead, position yourself as close as you can to the exit you intend to use (if you know more enemies await on the next screen). Once you recharge magic and restore health, equip any magic items or use time magic on your heroes to speed them up, then run onto the next screen. This strategy saves you from having to stop in the middle of the battle to equip everything.
- Even heroes relatively unskilled with magic can sometimes lend a hand. For instance, Jug has the lowest amount of magic points, but at the end of a battle may be the only hero with spell points remaining. Even he can use healing magic at level 1, once you get the healing orb, and can help heal the heroes while their spell points recharge. He (and others) can likewise switch off to a magical attack and get off a few blasts if you really need the extra magical help.
- Use area magic when your spellcaster is surrounded to take down all nearby enemies.

HEALING

There are four ways to heal:

1. Eat food. Each food item restores a set amount of health points, up to your maximum. Be careful of what food you eat—for instance, you don't want to waste all the points a chicken leg will restore if you're only down 20 points (an apple would help you out in that case.) The food chart in Chapter 12 lists the health points that each food item restores.


TIP
If you've always an health potion, but still on food items, and there's food lying around, eat an item from there, even if you've only down a little bit, and replace it with the item you've just found.

2. Drink a health potion. These are expensive—for about half the game it's cheaper to eat food, even in the middle of the battle, to recover lost health points. However, once your heroes advance in levels it takes a lot of food to heal them, at which point it may be wise to quaff healing potions. Still, conserve them for fights with only the most challenging of foes, because you can quickly eat food in even the most dire battle.

3. The orb of healing magic. Once you gain the orb of healing magic, you can use its power on yourself or others to restore their health points. This enables you to conserve your food supply and health potions for the middle of battles. Occasionally the orb of healing can be useful in the midst of a battle. For instance, when a hero is down for the count, he or she can be revived by a quick blast of healing magic. He or she should down a health potion or eat a ton of food to restore health points—and then rejoin the battle. Most of the time, though, you don't want to use spell points for magical healing in the midst of a battle; you want to use them to take out the enemy.

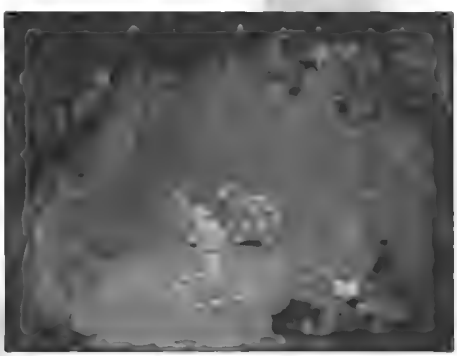


Fig. 1-21. David's health is restored inside the fairy ring.

4. If you venture left from David's house, you eventually come upon a fairy ring that heals any two characters of all lost health points. This isn't a trip you want to make at the start

of the game, though, because the way is barred by tree sprites and tree golems, and they're deadly to first-time adventurers. When exactly you decide to make the journey is up to you. The fairy ring's location is shown upon the map of Verdante. Once you destroy all the tree sprites and tree golems, they don't return to harass you—your way to and from the fairy ring is free and clear.

QUICK KEYS

The following tables describe all the game quick keys, divided by subject.

Selecting Heroes

Quick Key	Right-Hand Key	Left-Hand Key
Select David	1	Numpad 1
Select Hero 2	2	Numpad 2
Select Hero 3	3	Numpad 3
Select All Heroes	~	Bksp
Cycle Through Heroes	Tab	Enter
Add/Remove Hero from Group	Left Alt	Right Alt

Equipping with Quick Keys

Item Selected	Right-Hand Keys	Left-Hand Keys
Last hand-held weapon	7	Numpad 7
Last magic used	8	Numpad 8
Last ranged weapon	9	Numpad 9
Last shield	0	Numpad +

Combat Control

Combat Move	Use
Quick Slash/Jab	Hold down Ctrl and click the left mouse button
Left Swipe	Hold down Ctrl and the left mouse and move the mouse to the left
Right Swipe	Hold down Ctrl and the left mouse button and move the mouse to the right
Lunge	Hold down Ctrl and the left mouse button and move the mouse forward
Back Slash	Hold down Ctrl and the left mouse button and move the mouse backward
Use Shield	Hold down Ctrl and the right mouse button
Dodge	Hold down Ctrl and tap the right mouse button when you wish to dodge
Use Special Move	Hold down Ctrl and hold down the left mouse button
Dispersal	Press D (for left-handed controls, press Del)
Find Target	Left Shift (for left-handed controls, press right Shift)

NOTE: **For left-handed combat control, the right mouse button functions as the left mouse button and vice versa.**

Set Automatic Fire

Number of Shots	Key
1	F5
3	F6
5	F7
Infinite	F8

Shifting Orb Magic Levels

Level	Right-Hand Keys	Left-Hand Keys
I	F1	Numpad 4
II	F2	Numpad 5
III	F3	Numpad 6

Miscellaneous Game Controls

Function	Key
Call up map	M
Pause	F12
Scroll screen up	↑
Scroll screen down	↓
Scroll screen left	←
Scroll screen right	→
Skip dialogue	Spacebar
Save/Load/Quit	Esc

Chapter 2
THE GALLEON

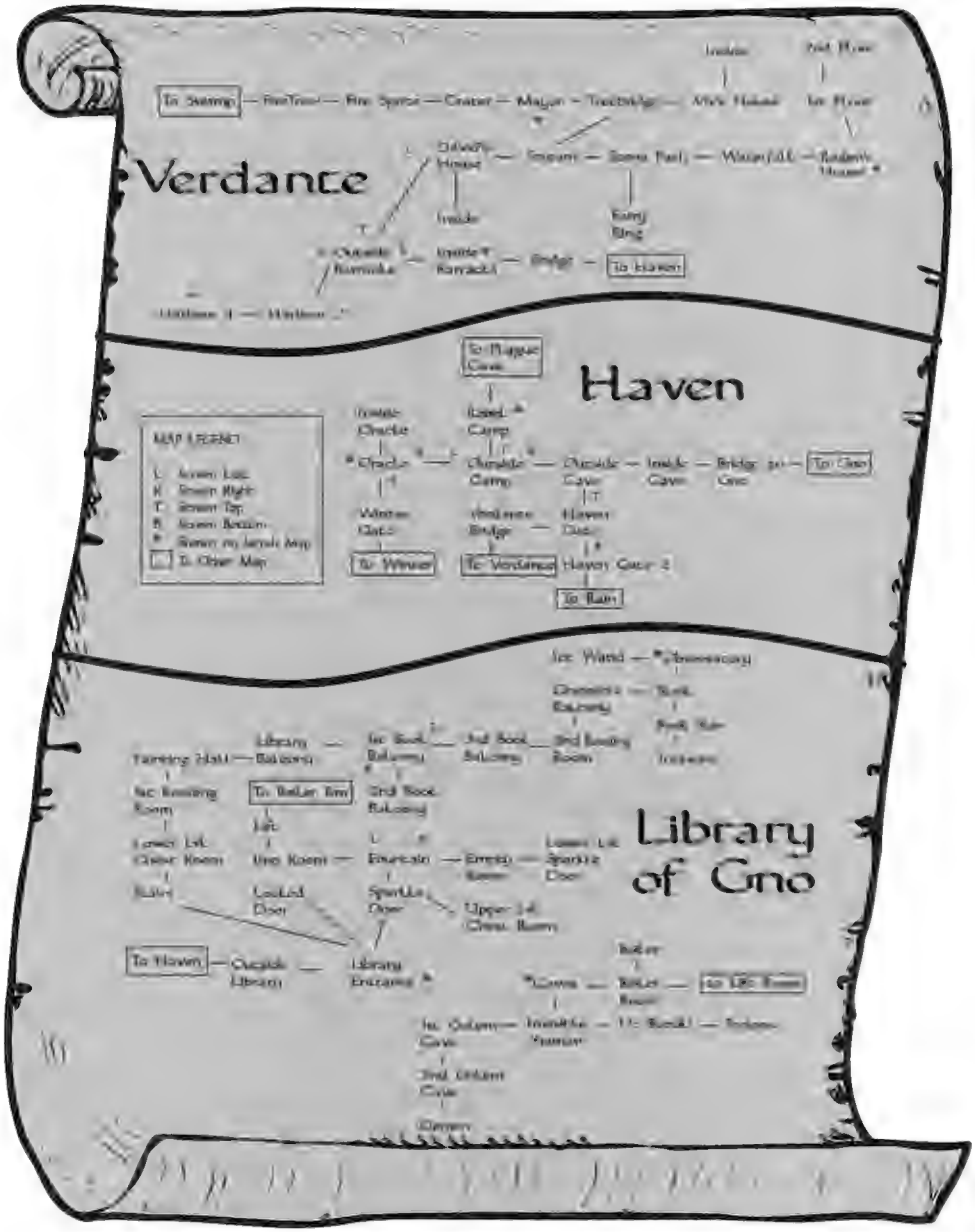
FUGE ARRIVES

Objectives

- Learn of Fuge's plans

Fuge has arrived, backed by a horde of guards to carry out his orders. His demands are simple—he means to carry off every woman of childbearing age so Emperor Silver can choose a new wife. The Duke and William both object, and their complaints are met with threats of death. All the women are herded onto the galleon. Fuge then declares ominously that he'll search the outskirts of town for any women who haven't been rounded up yet.

Fig. 2-1. The galleon and Mr. Congeniality himself, the Emperor's only son, Fuge.


Verdance
To Stormy
Rim Town
Rim Spring
Crater
Mayan
Treetop Bridge
Mid Island
Inside
2nd River
Ice River
Radiant House
Inside
Outside Kamaka
Inside Kamaka
Bridge
To Haven
Haven
To Plague Cave
Inside Chacha
Chacha
Load Camp
Chacha Camp
Outside Cave
Inside Cave
Bridge to Cleo
To Cleo
Winter Gate
To Winter
Windmere Bridge
To Verdance
Haven Gate
Haven Gate 2
To Rain
MAP LEGEND
L Screen Left
R Screen Right
T Screen Top
B Screen Bottom
Screen no Jump Map
To Other Map
Ice Wand
Ice Book
Library Balcony
1st Book Balcony
2nd Book Balcony
3rd Reading Room
Book Tar
Treasure
Training Hall
1st Reading Room
To Roller Rm
2nd Book Balcony
Lower Lvl Clear Room
Lab
Two Room
Emerald
Empty Room
Lower Lvl Sparkle Door
Locked Door
Sparkle Door
Upper Lvl Clear Room
Library of Gno
To Haven
Outside Library
Library Entrance
Roller
Roller Room
to Ice Room
Ice Quiz Cave
Invisible Tunnel
2nd Unicorn Cave
Unicorn

THE ABDUCTION

Objectives

Fig. 2-2. The old homestead.

- Master basic game moves
- Get to the harbor

While Fuge nears, you, David, are finishing a morning stroll. Head into your house, where Jennifer suggests you have a bite to eat before sparring with Granddad. Walk over and grab the apple, then open the chest and pick up the armor and sword. Equip them.

Don't forget to say a few words to Jennifer on your way out—you may not have an opportunity to talk to her again for quite a while...

Exit the house. Granddad promptly shows you the basic fighting moves, then gives you an opportunity to practice by fighting him.

Fuge arrives in the middle of the bout and demands that Jennifer come with him. He even adds that he may take her for himself if Silver isn't interested! Granddad holds you back from Fuge, who orders some guards to kill you before leaving with your wife.

Try out those combat moves on Fuge's guards. You and Granddad should take them down pretty quickly. The guards will drop a little food. Pick it up, check your health bar, and eat some of the food if you're feeling low.

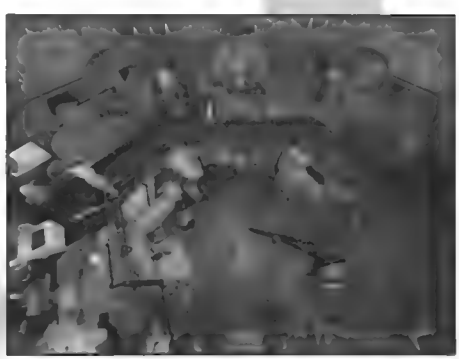


Fig. 2-3. Inside the house.

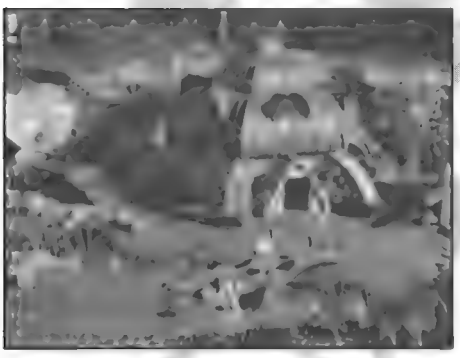


Fig. 2-4. Battle to the death.

Exit to the left edge of the screen. You arrive outside the barracks in time to see Fuge running away with his guards. He waves the guards toward you and you have to carve through them. They leave a little food, another shield, and some gold. Scoop it up and follow Fuge out the lower-left corner of the screen.

You reach the harbor but still can't quite catch Fuge—he waves on more guards. Finish them and grab the goodies the guards drop, then head left (remember to check your health bar). More guards wait, barring your exit from this screen. Finish them and head after Fuge and Jennifer!

You're too late—you can only watch as the galleon sails away. An old couple steps forward to tell you the women were forced onto the galleon while Fuge and some of his men got onto a smaller vessel. The ships sailed off in different directions. Some of the men are getting weapons and gathering in Haven.

Exit the screen the way you came in and have your first chat with the Chronicler.

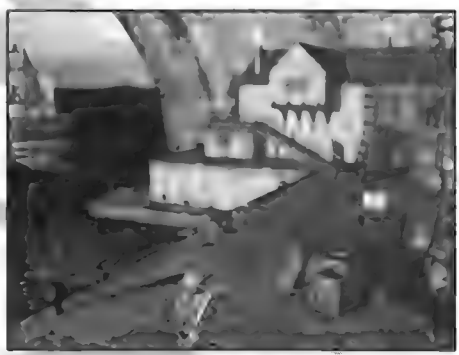


Fig. 2-5. Missing the boat.

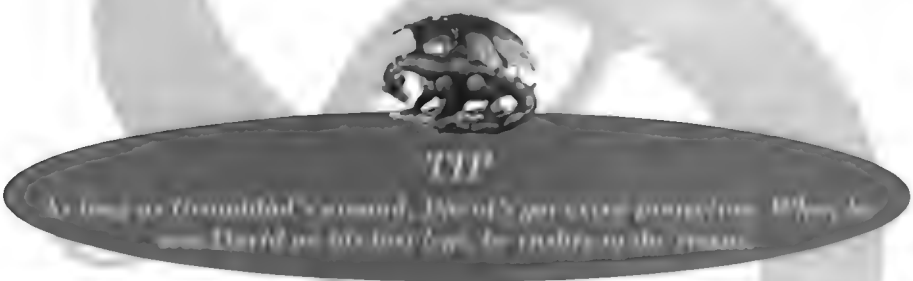


Fig. 2-6. The Chronicler.

THE REBEL CAMP

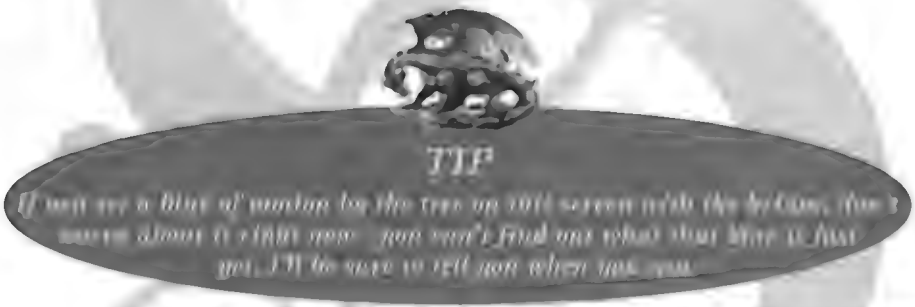
Objectives

- Buy food
- Find the rebels
- Journey to the library of Gno

Fig. 2 7. Food for sale.

After saving the game, exit the screen to the right. You arrive outside the garrison. Take out the guards you find there, pick up the goodies they drop, and go over the drawbridge into the barracks.

Carve your way through about a half-dozen guards, watching your health bar. Then go have a chat with the food trader—the fellow in purple by the other gate. During the game, you'll come back here many times, so get used to his face. Once you purchase some food, exit to the right. You come to a screen with a bridge in the upper right. A Chronicler will appear, save your game and go across the bridge.



After you cross the bridge, you halt before Haven's gates. Granddad tells you the gates were built by an ancient race and that only the pure of heart may enter. Granddad goes through, but guards attack while you hesitate. Kill as many as you like, then run through when Granddad tells you to do so.

Fig. 2-8 Haven's gates.

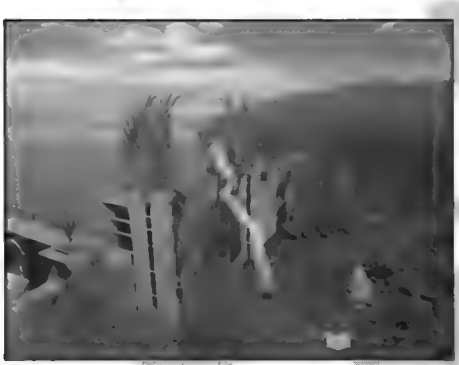


Fig. 2-9. If you're not pure of heart, don't try to enter!

Exit to the left. You and Granddad start talking and are soon surrounded by rebels as well as the Duke, their leader. The Duke invites you to join his merry band.

Once you're through the gates, one of the guards tries to follow and is blasted to pieces. Exit to the upper right and you arrive outside a big cave. Go in if you want—you'll get a little surprise. The real direction you want to go is left.

Fig. 2-10. Surrounded by rebels!

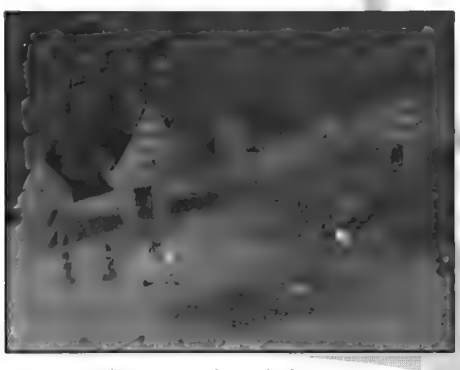


Fig. 2-11. The rebel camp.

The Duke invites you to look around the rebel camp, then tells you that the library of Gno houses a very powerful telescope. If you journey there, you might be able to see which way the galleon took Jennifer.

Move around camp and talk to whomever you can. You meet William, whose wife, Camille, was taken by Fuge. You also meet the lady archer, Sekune.

Make sure you speak to John and Ben, who are practicing sword work over on the left edge of the screen. They teach you your first special attack, the Web of Death. Be sure to equip your special move.

Once you talk with all the rebels, pick up that torch lying near the fire and head back to the cave.

That noise you heard earlier was just a small boy with a horn. After the boy runs off, the Chronicler appears again. Save your progress and exit to the bottom left. (Don't worry about the torch—you can't pick it up now anyway. Just be sure to re-equip your sword.)
When you exit the cave you appear on the bridge to Gno. Cross it. You're outside the library of Gno.

THE LIBRARY OF GNO

Objectives

- Stop the yellow imp
- Find Teronus
- Reach the lift

Two red imps dance just outside the library. Follow Granddad up the stairs and help him batter those doors down.

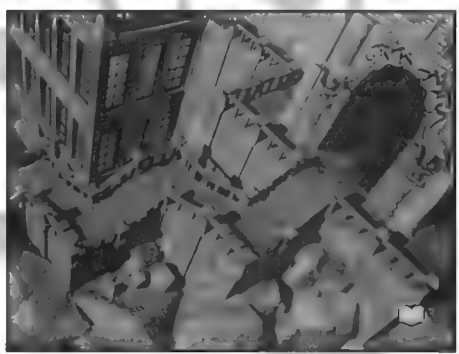


Fig. 2-12. Imps at the library.

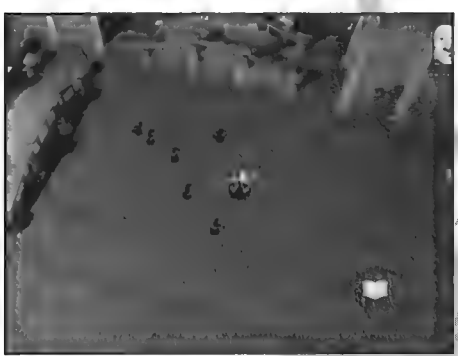


Fig. 2-13. The professor is menaced by imps.

Within the library's great hall a group of red imps is beating up a professor. Get over there and rescue him. Red imps are fast, but you can kill them in one blow. After you save him, the professor tells you that a diabolist, Teronus, accidentally opened a portal to the nether regions and let loose all the imps. Teronus may be able to help, but you have to stop the imp infestation first. Exit via the door to the upper left.

A few red imps cavort in a room with many stairs. You catch your first glimpse of a yellow imp, who bolts as soon as he sees you. When he

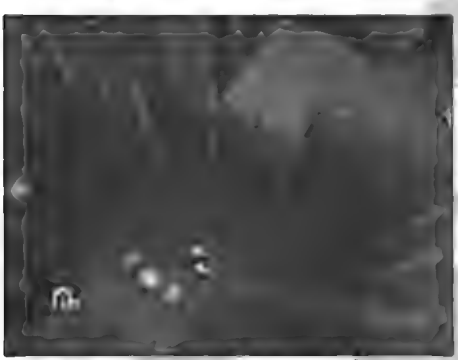
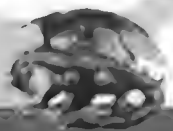


Fig. 2-14. What could be in that chest?

flees, more red imps run in. Once you deal with them, a chronicler will appear. Save your game and exit through the door that the yellow imp used.

In the next room you see a chest on the upper right, and a potion on the upper left. Don't worry about either right now, because you can't reach them. Deal with the red imps, then exit at the bottom left.

You arrive in the reading room, where more red imps dance madly. A few of them have catapults and open fire on you. Not to worry, kill the catapult-wielder that's running around on the floor and scoop up his catapult, then equip it and use it against the imp standing on the bookshelf. (Don't forget to re-equip with sword and shield when you're through firing!) Once the combat's over, talk with the red imp in glasses quietly reading near the bottom of the screen, then exit through the door at the top of the stairs, on the top left.



TIP

Watch the numbers that appear beside enemies when you strike them. The numbers indicate how much damage each strike does, and the color indicates how wounded an enemy is. If the number are white or green, the enemy still has many health points. When the numbers become orange or red, they're nearly vanquished.

You next find yourself in a hall of paintings. The yellow imp takes one look at you and runs for the right. Take out the red imps, snag their goodies, and open the chest. Another chronicler will appear, so save your game. Now head out the exit to the top and follow that yellow imp!

Fig. 2-15. Saving Professor Whittle.

The next room is a balcony overlooking an extensive collection of books. In short order, flying red imps descend to fight you. Wait until they're close, then keep using your back slash—you'll end up moving in a circle and wiping them out quickly. Exit to the left.

You step into a vast hall of books, and pretty soon you see some red imps chasing a professor out of the room. Follow them!

Go stop those imps and save poor Professor Whittle. A few red imps and a shaman imp (the one with the yellow horn and the hat) try to stop you, but you can take them out soon enough. Just watch your health. Once the imps are taken care of, go have a chat with the grateful professor. Head back to the first hall of books, where you first saw the imps chasing Professor Whittle, then equip your catapult and exit that room to the right.

An imp awaits you atop a bookcase in the next room. Shoot him with your catapult, then shoot the imp with the yellow horn before he can signal for more red imps. Re-equip with your sword and shield, check your health, and leave via the stairs on the right.

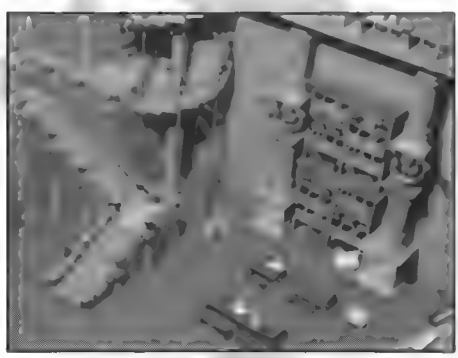


Fig. 2-16. A hurried conversation.

As you enter the second reading room, you see the yellow imp frantically talking with another shaman imp. The shaman imp teleports the yellow imp to safety, then teleports wave after wave of red imps in to fight you. First finish off the shaman imp, then deal with the red imps. Once they're all dead, open the chest on the room's right side. There are some nice goodies inside. Check your health levels, eat some food if you need to, and exit through the door at the top of the spiral stairs.

In this room you find a balcony, a chest, the Chronicler, and the yellow imp. Let the yellow imp go for now. Open the chest and take its contents, then save your game with the Chronicler. Exit to the right.

Slink, the yellow imp, throws himself on your mercy and begs you to spare his life, promising to take you to his treasure trove. This angers the red imps nearby, and you have to kill them to protect Slink. Watch out for the red warrior imp on the stairs—he's a little hardier than the others and even has a special move of his own. When the red imps are defeated, check your health levels and follow Slink out of the room.

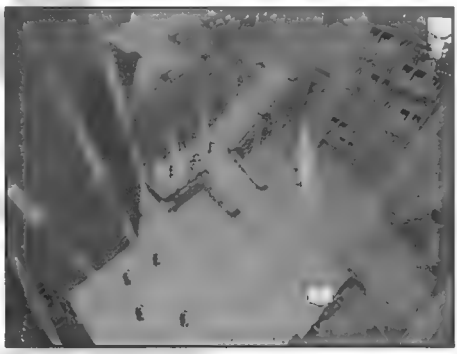


Fig. 2-17. What could be in that chest?

It's crucial that you protect Slink. It really is possible for the red imps to kill him, so you've got to run interference. If you don't defeat the red imps quickly enough, a red imp shaman appears at the top of the stairs and teleports more red imps in to fight you. If that happens, charge up the stairs to finish off the shaman imp, then charge back down to keep the red imps off Slink. If Slink dies, reload the game from where you last saved it. If you don't save Slink, you miss out on some treasure!

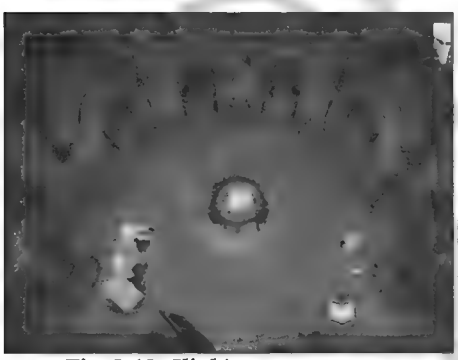


Fig. 2-18. Slink's treasure trove.

You find some red warrior imps in the next room burning books. Take down the book vandals, then follow Slink out the door into the next room.

Slink snatches a potion lying on the floor and runs away, saying that he'll never share his treasure. He leaves you with the chest, but beware before you open it—you're surrounded by red imps as soon as you do. Finish them off, then grab the goodies, check your health, and have a quick word with the Chronicler before heading back to Slink's room.

Follow Slink through the next room, and back to the room where he pleaded for mercy. Brace yourself. If you haven't checked your health and your weapons lately, do so now, because you're in for a surprise...

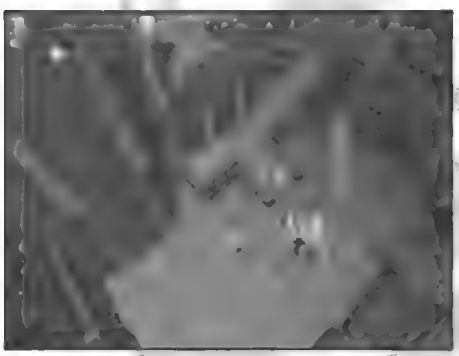


Fig. 2-19. A monstrous Slink.

Battling Slink

Before your eyes, Slink quaffs the potion and grows to tremendous size! Don't even think about using the catapult—it's useless on him.

Slink uses stomping attacks that shake the floor, and tries to smash you with his club. Just monitor your health, and attack Slink with your sword—you'll defeat him. You may need to eat a little food during the battle, but you can finish him. Exit at the top of the stairs.

Teronus

At last you reach the observatory, where Teronus is blasting some red imps. Teronus sounds a bit superior when he addresses you, but tells you the telescope can't be used until the boiler that powers it is repaired. Unfortunately, repairing the boiler in the caves below the library may involve taking on the lead demon. Follow Teronus to a chest housing the ice wand and pick it up. Teronus activates a teleporter back to the library entrance so you can get closer to the lift to the boiler room. Follow him into the teleport rings. Granddad decides to take the long way rather than trusting any magical mumbo-jumbo.

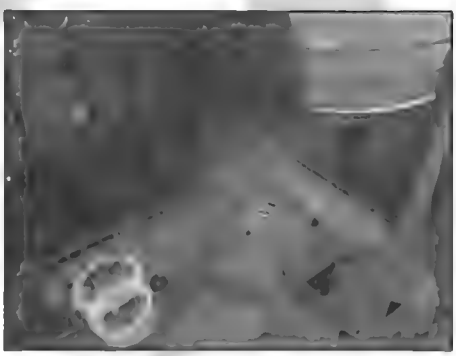


Fig. 2-20. Teronus prepares to teleport.

The scene cuts away to show Fuge and some guards running toward the library entrance, and then you appear in the library's great hall.

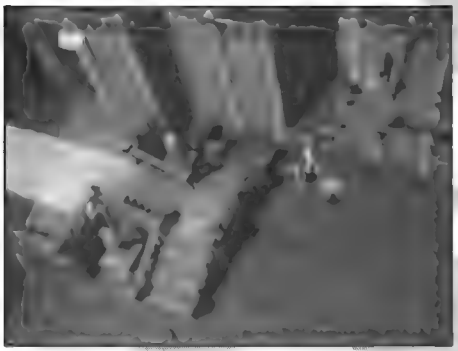


Fig. 2-21. Granddad's last battle.

Fuge runs in, charges Teronus with treason, and briefly mentions finishing what he started all those years ago—is he referring to something in Granddad's past? Granddad leaps into battle as the guards charge forward, yelling for you to run. He cuts down the guards, but is no match for Fuge. With his last words, Granddad tells you to run—and run you should, because you don't have a chance against Fuge right now. Exit to the right, following Teronus through the sparkling door. Ignore Fuge's taunts and look forward to your vengeance.

On the other side of the sparkling archway, Teronus tries to soothe you with some kind words. You can see a warrior imp and a chest below, but won't be able to reach them just yet. When you and Teronus are through talking, exit to your right.

NOTE: **You can equip your ice wand at this point if you wish, but remember that it has to recharge and that you can't use your special attack while wielding it. Still, it can be useful against some of the warrior imps. I'll tell you when you really need to start using it.**

You've arrived at the upper level of the room with the chest you saw earlier. You can't actually access the chest yet and won't be able to do so until near the end of the game, but if you head left you can pick up a magic potion. Exit the way you came in. When you get back to the room with the sparkling door, check your health and equip your catapult, then exit down the stairs. Teronus comes with you.

A fountain bubbles in a lovely courtyard, and imps dance gleefully around it. After you and Teronus chat, take out the imps with the catapult. Take special care to shoot the one that comes running with the yellow horn, because he summons

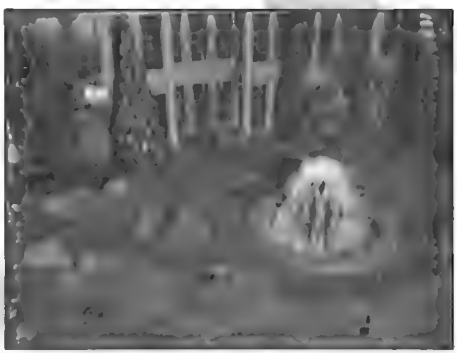


Fig. 2-22. The fountain.

more imps if he gets a chance to blow it. Once they're dealt with and you give Teronus a piece of your mind, the Chronicler appears. Save your game and exit to the right. This room is empty until a red imp runs in to blow a horn. Flying imps wing in around you. Wait until they close in and then do a series of back slashes. There are two waves of them.

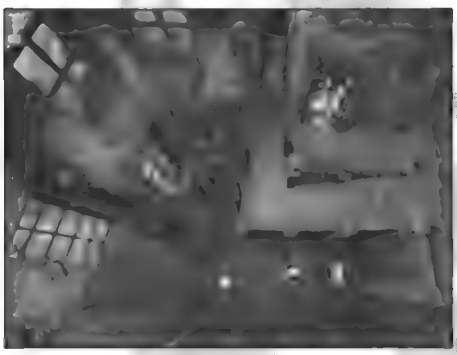


Fig. 2-23. Preparing to open the chest.

Move through the door to the right to reach the lower level of the room with the sparkling door. Take on that big warrior imp guarding the chest you saw earlier. Some red imps teleport in to help him, but you're in no danger as long as you watch your health. Open the chest, grab the goodies, and head back to the fountain.

Equip your catapult and leave the fountain via the left exit. You walk into a room where some imps await. Use your catapult to take out the imp with the catapult to your left, as well as the dancing imps on the floor below. Then re-equip, because red imps, warrior imps, and flying imps arrive quickly. Wait at the top of the staircase and deal with the red imps and flying imps with a series of back slashes. Once you finish them, check your health and advance down the stairs to fight the guardian imps. Exit to the right.

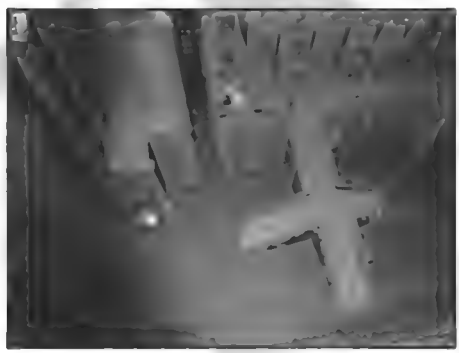


Fig. 2-24. Ready for battle.

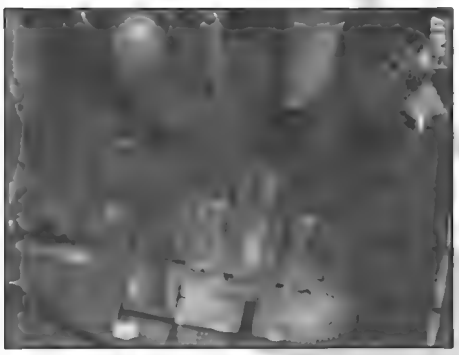


Fig. 2-25. The lift room. The broken boiler can be seen far below.

At long last, you've reached the room with the lift. Teronus waits behind to operate the lift while you climb inside.

THE CAVES

Objectives

- Meet Dr. Buzuki and Flink
- Kill the Demon
- Reach Rain

Fig. 2-26. The boiler room.

Step out of the lift into the boiler room. Pretty soon some imps run out a door in the boiler. Let them leave and head into the boiler yourself. The janitor has a talk with you. He's a friendly sort, if a little simple, and promises to start the boiler if you kill all the imps. He even gives you a silver key.

Head after those red imps you saw by going through the exit to the left. Make sure you check your health.

An immense cave with stairs looms before you. Scroll down to the bottom of the screen and see just how deep this first cave is. Equip your ice wand and advance toward the bottom of the stairs. A golem walks forth—blast him with your ice wand, then move to the foot of the next set of stairs.

Use your ice wand on the golems at the bottom of the stairs. If the wand runs out of energy, switch to your sword. Hang out here for a moment until the wand recharges (remember to access your magic items pie chart to find out). Check your health, then save your game with the chronicler. Exit through the archway through which white light shines.

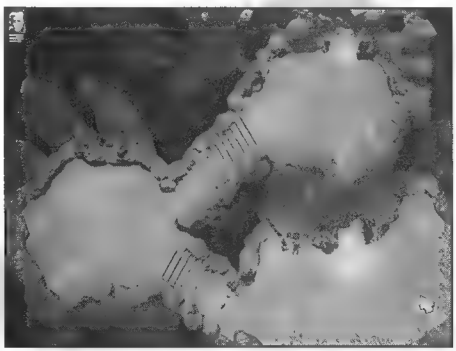


Fig. 2-27. At the bottom of the first cave.

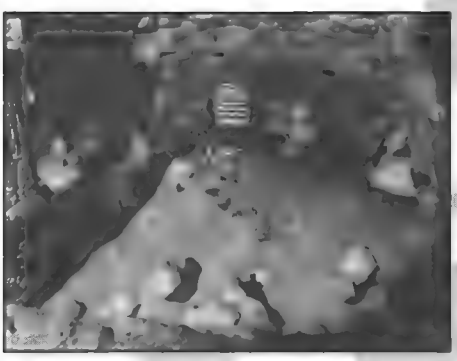


Fig.2-28. The golems and the shaman imp.

You're in for a long, protracted fight! There are four golems in here, but your real enemy is a nearly invisible red imp shaman who continually re-animates the golems after you destroy them. You should be able to "see" the imp shaman and attack him even when he's invisible—he only appears completely solid when he's re-animating a golem.

To win this battle, use the ice wand and switch back to your sword while it recharges. With the wand, you can blast from a distance, so keep clear of those golems if possible. Watch your health bar and be prepared to eat food from time to time. If you really have to, quaff some health potions, but you should try to save those for later. When you're through, exit the room via the door to the right.

Talk with Dr. Buzuki and his purple imp friend, Frink. Dr. Buzuki is an alchemist, exiled to the caves by his colleagues because of the noise and stench his research produces. Walk toward the door on the right—because the janitor gave you the silver key, it opens. Walk through the door and take the goodies out of the storage room, then head back to the room where you fought the shaman imp and the golems. Get ready for more golem whomping.

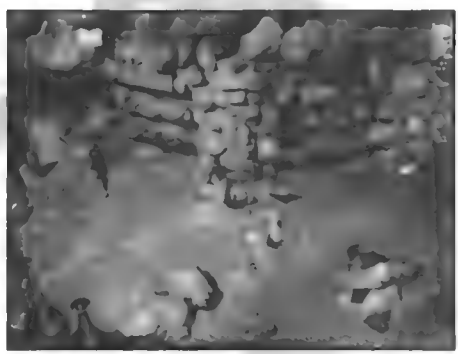


Fig. 2-29. Your first meeting with Dr. Buzuki and Frink.

When you enter the first golem cave, scroll down to the bottom so you see just how large the room is and just how many golems there are in front of you! Take them on one at a time by advancing only as far as one landing. Eat if you need to and switch to your sword when you need to recharge your ice wand. Remember that you have to get close enough to fire from an unobstructed angle, so always head toward the bottom of the stairs near a landing before firing. Don't forget that the golems are slow, and you can always run away to get some distance.

After you've finished with the golems, check your health, equip the chaos potion, and move through the archway between where the last golems were.

In the second golem cave, two golems await on either side of the entrance. Hit them with the chaos potion, re-equip with your ice wand and shield, and take down the golems while they're reeling. Head down until you have a clear shot, then fire on the two golems waiting on the landing. Once you dispatch them, head to the bottom of the screen, where two imps run for cover. Take note of where they went, because that's where you want to go after you save with the Chronicler, who appears at the left of the screen. As usual, equip yourself and check your health. In this instance, you want to equip your sword and shield. Now head after those imps.

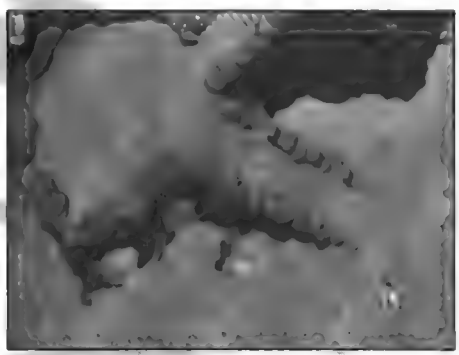


Fig. 2-30. The bottom of the first golem cave.

The Demon

The imps summon a Demon to finish you off. Take them down, then re-equip with a catapult.

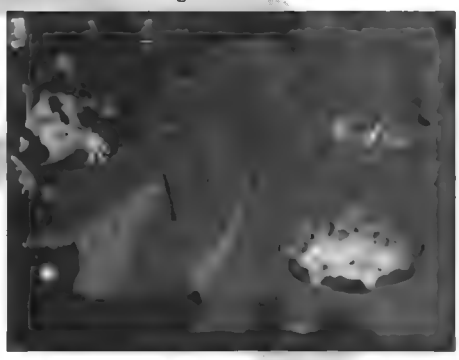


Fig. 2-31. The Demon appears.

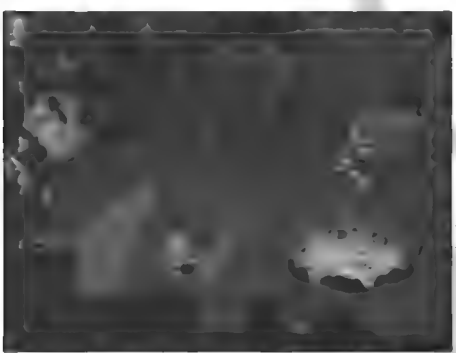


Fig. 2-32. Using the catapult.

Your tactics are fairly simple here. Shoot the Demon with your catapult, then re-equip your ice wand to blast him when he laughs at you. After you fire, duck behind the rock wall to avoid the Demon's blast.

From time to time, the Demon summons two red imps. When the Demon does this, he is vulnerable and can be hit with the Ice Wand and ice bolt. To take them out, stay behind the rock wall and re-equip with the sword. Or you can just ignore them because they don't hurt you too badly. Keep a close watch on your health, and eat food if you need to heal. Try to hold on to the healing potions for later.

Once you defeat the Demon, you go up a level and increase in magic and health points. The professor comes running back in with Teronus, some rebels, and the Duke. You see a brief scene of the janitor starting the boiler and then you all arrive at the telescope.

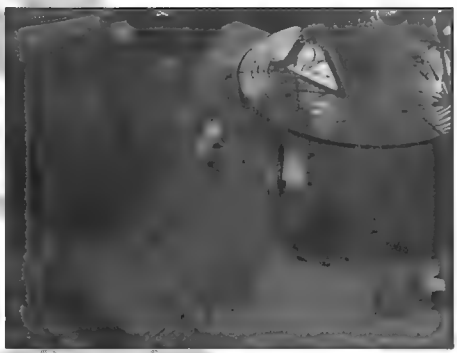


Fig. 2-33. Activating the telescope.

Spotting the Galleon

To turn on the telescope, click the switch on its control panel to lower the chair. You then see the galleon gliding off.

You realize that the ship is heading to the city of Rain, and say as much to the Duke. He wants to go back to Haven for more men and to form a plan, and you reluctantly agree. For all his posturing, Teronus seems to have grown fond of you, and wishes you well before you depart.

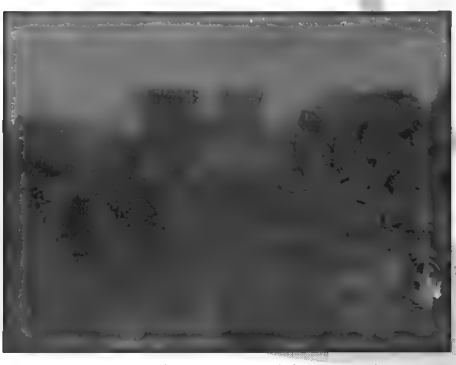
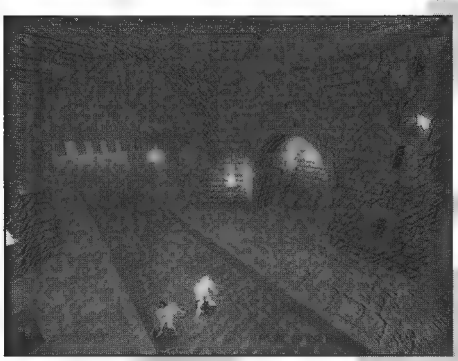


Fig. 2-34. Selecting David and Sekune.

Back at the rebel camp the Duke and Sekune outline an assault plan on Rain. You'll infiltrate the city in small groups, because a head-on assault would be suicide.

It's raining in Rain, but then, it always is. The Duke splits everyone off into units, and you're paired with Sekune, who quips that she'll protect you.

Now's your first chance to handle two heroes at once. Select both David and Sekune, then set Sekune's special attack, because it's currently blank. Make sure that David has his shield and ice wand equipped, and that Sekune is equipped with her bow, then send them running after the other rebels.



You reach a cobblestone street where two guards await. With Sekune and David both selected, fire simultaneously with ice wand and arrows. The guards fall quickly. The Chronicler appears. Grab the goodies and sword the guards dropped and save the game. Get ready to head deeper into Rain.

Fig. 2-35. Inside the gate at Rain.

Chapter 3

RAIN

THE STREETS OF RAIN

Objectives

- Master multiple character control
- Survive an ambush
- Find the gate with the bell
- Get Jimmy's teddy bear
- Find the Tower of Othim

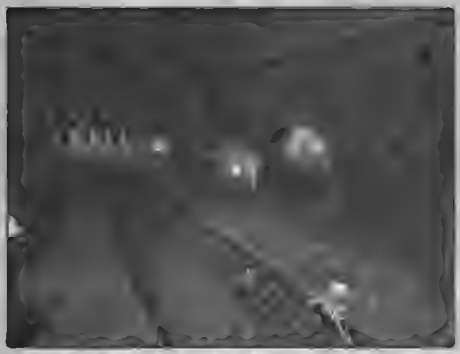
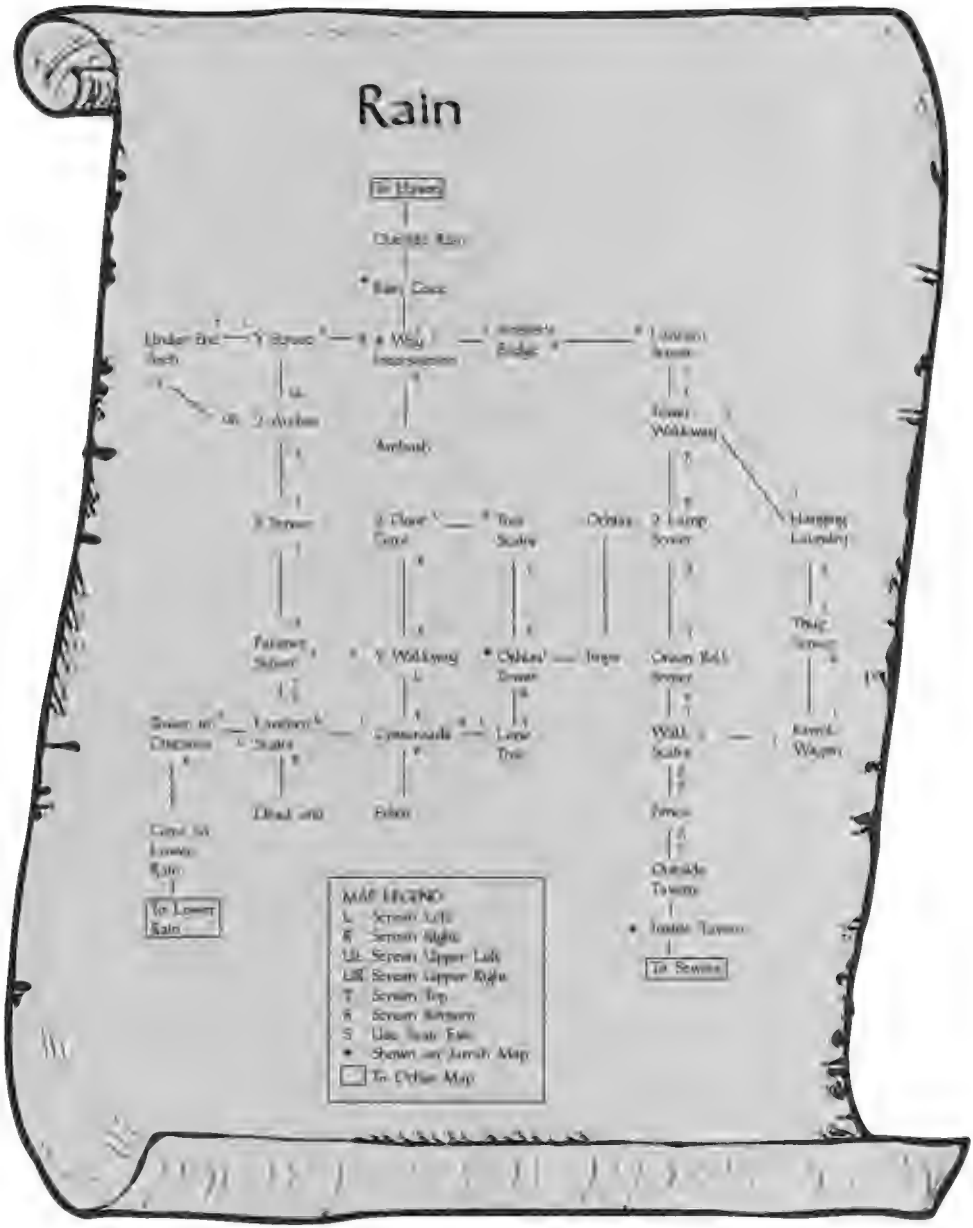


Fig. 3-1. David and Sekune on the move.


Rain
To Tower
Outside Rain
Rain Coop
Under the Bath
Y Street
A Way
Bridge
Tower Walkway
Hanging Laundry
Ambush
Clear Coop
Train Station
Office
Lamp Street
Thug
Cream Bell Street
Wall Scale
Kennel Wagon
Fairway Street
Y Walkway
Clothes Street
Trees
Lantern Scale
Commando
Lamp Tree
Fence
Outside Tavern
Inside Tavern
To Sewers
Street of Chickens
Chest for Lower Rain
To Lower Rain
Dead end
Fence
MAP LEGEND
L Screen Left
R Screen Right
UL Screen Upper Left
UR Screen Upper Right
T Screen Top
B Screen Bottom
S Use Soap Fan
* Shown on Jarrah Map
To Other Map

As you dash through the lightning-haunted streets of Rain, you should practice controlling both heroes. Remember that you can shift back and forth between selected heroes with number keys, that you can send one forward while the other one waits, and that you can have either character re-equip with different weapons. Try fighting with the dispersal key on and off so you get a feel for its usefulness. Guards and thugs wait around almost every bend, and it's a fine time to hone your combat prowess.

Make sure David's ice wand is recharged and he's wearing his shield, and arm Sekune with her bow, then exit to the bottom right.

You arrive at a four-way intersection and are quickly surrounded by guards. Take them down at a distance with bow and ice wand, then switch off to swords and special attacks when they get closer. As always, check over your wounds and eat if you need more health points. Exit at the top.

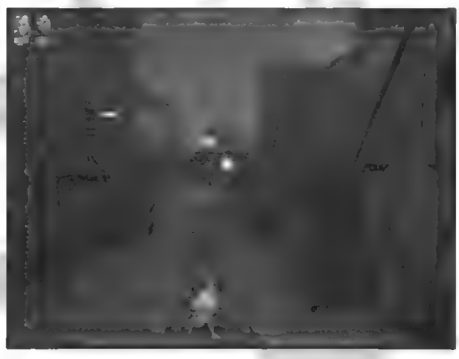


Fig. 3-2. Archers on the bridge.

You see a cluster of guards at the bottom of the street. Hit them fast with arrows or ice wand, then leave Sekune safe under the arch and send David to the bottom of the street, where he can blast the archers with his ice wand. Don't forget to pick up any goodies dropped by the guards. Let the ice wand recharge while you check your health, then charge out of the bottom of the screen.

Two more archers stand watch over a barred gate on a street with a lone lantern. Take care of the archers and the gate soldiers, then head back to the four-way intersection. Once you arrive there, head right.

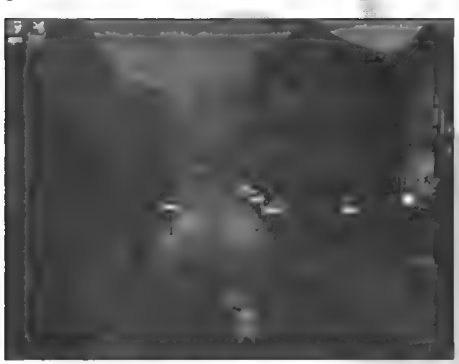


Fig. 3-3. Ambush!

NOTE: **Later in the game this gate is open, giving you access to many more locations in this sprawling city.**

One of the rebels lies wounded near the bottom of the screen, but as you approach to help him he

uses his last breath to cry out that it's an ambush. Archers throw open the shutters of the houses to the top and right and guards run out of the doors. Send Sekune and David almost to the bottom of the screen and take down the archers, but don't take too long about it—you need to be fighting the foot soldiers because they're on top of you in no time. Check your wounds, because you're bound to be injured after this scrape, then return again to the four-way intersection. This time, exit at the bottom of the screen.

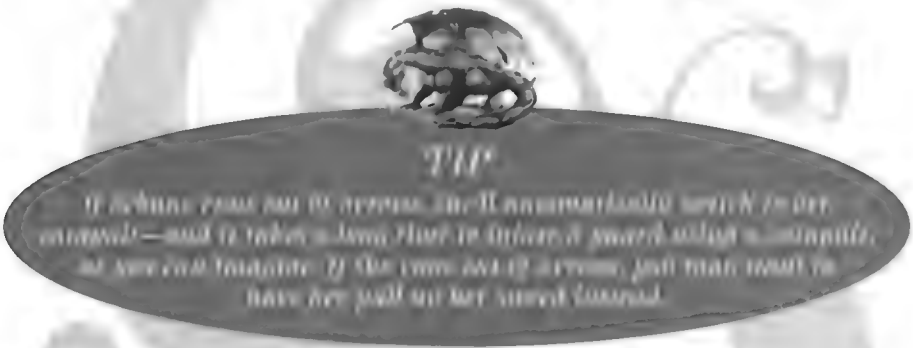


Fig. 3-4. Exit the four-way intersection to the bottom.

A "Y" road looms ahead of you and a troupe of guards is finishing off some rebels. You're too late to help, but you can avenge them. Once you deal with the guards a chronicler will appear. Save your game and leave the screen via the right fork of the Y.

The first thing you see as you pass beneath an arch is a guard on patrol with a fierce hound. Take down the hound before it can close, and get ready for more. Reinforcements pour in. Deal with them, then exit to the bottom right.

Fig. 3-5. A hound readies to attack.

The hounds can sometimes jump out of the way of arrows, ice blasts, and any other ranged weapons!

All seems quiet on the following S-shaped street until you reach its center. Suddenly guards close in from the top and bottom. When you finish them, exit at the top.

A guard awaits on a walkway on the next street, and he quickly summons guards and two hounds. Try to take him down, then the hounds—the guards that rush in from the bottom won't run in for a few moments. After the fight's over, the Chronicler appears. Save the game with him, then exit through the arch at the top of the screen.

You and Sekune arrive at another street with four exits, but this one has a stone staircase flanked by two glowing lanterns. Two guards patrol the intersection, but if you've recharged your ice wand they shouldn't be any trouble. Move through the bottom of the screen.

The street ends in a closed gate barred by a knife thrower and a number of grunts. The knife thrower is both tough and accurate, and should be dealt with quickly. More guards run in while you're fighting these, watch your health bars carefully and eat food if you need to. After it's all over, scoop whatever food is left and be sure you have Sekune grab those throwing knives—she's probably low on arrows by now and could use some ranged-weapon power. Head back to the lantern stairs and exit left from that screen.

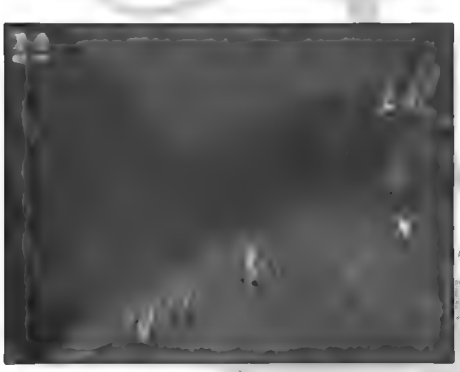


Fig. 3-6. Beware the knife thrower.

The Tower of Othias looms in the background on the next street, but you don't have time to admire the scenery. Another knife thrower waits at the end of the street. Take him down—and as many others as you can—from a distance, then close to finish them off. Check your health and exit at the screen bottom.

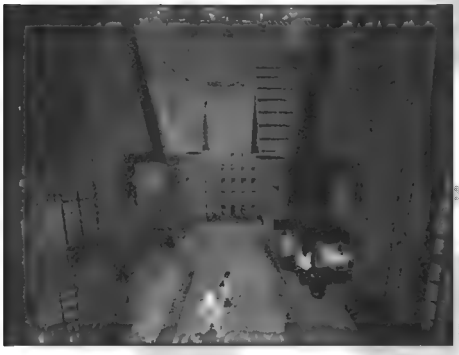


Fig. 3-7. The bell.

Next you come to the gate to Lower Rain, but you don't have the code to get in yet. Just take note of the location, head back to the lantern stairs, and climb them this time.

At the top of the stairs, you arrive at a crossroads and walk into a real fight. First knock out the archers that wait to the lower left and lower right, then worry about the foot soldiers. Once you deal with all of them, check your health, wait for your ice wand to recharge, and exit to the bottom. You've got an even tougher fight ahead of you on the next screen.

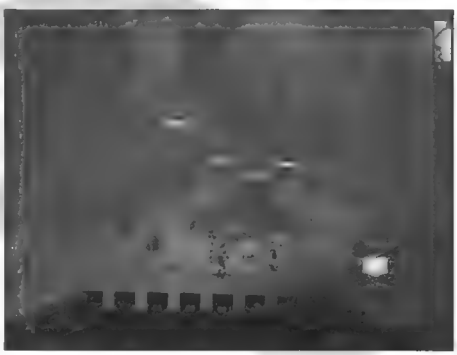
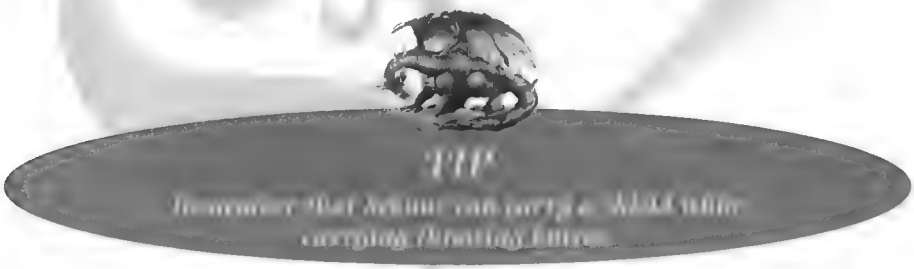


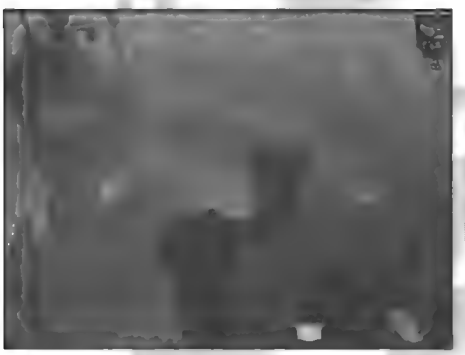
Fig. 3-8. Rescue Edith!

A band of grunts is beating up on an old lady. No way are you going to stand around while that happens! The only problem is that there's a knife thrower involved, and another runs in from the left of the screen. As if that's not enough of a challenge, there's a bunch of foot soldiers. Take as many down with distance weapons, then close for sword fighting.

Once you vanquish all of them, Edith introduces herself and tells you a sad tale. Her son, Jimmy, was taken to jail by Silver's guards many years ago, when he was just a little boy. She asks you to look for him, and gives you a teddy bear that he's sure to recognize. Take the teddy bear, pick up any goodies, check your health, and return to the crossroads. Take a right.



After you exit the crossroads to the right, you enter a street with a lone tree, where some guards and hounds are on patrol. As usual, worry about the hounds first. Once you finish them off, another chronicler will appear. Save your game and exit through the top of the screen.



You and Sekune meet up with the rest of the rebels at the Tower of Othias but discover the galleon has already left! William is so upset that he declares he'll find his wife himself. Even David seems to think that valuable time was wasted heading back to Haven to talk strategy. Everyone returns to Haven.

Fig. 3-9. The rendezvous.

THE ORACLE

Objectives

- Learn of the eight magic orbs
- Get the magic horn
- Get Dr. Buzuki's complementary potion
- Obtain the Map

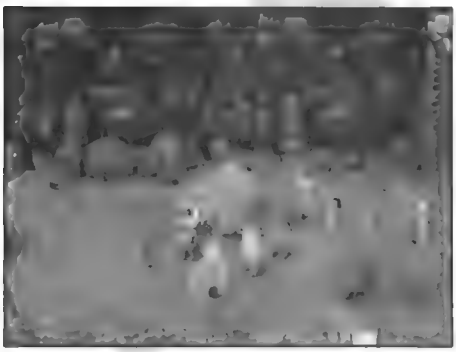


Fig. 3-10. Frink has important news.

Back at Haven, Frink informs everyone that the Oracle is about to awaken. Duke and David take off to see what the matter is, leaving Fat Bob to see that the men are well fed—after he has a few bites himself.

Dr. Buzuki is agitated and tells David and the Duke that the Oracle is about to waken—they need to get a move on. The Duke explains that only sinister omens can rouse the Oracle into visible form.

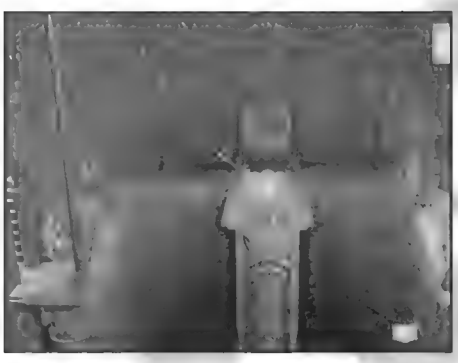


Fig. 3-11. The Oracle bears grave tidings.

When the Oracle appears, the news isn't good. Silver is trying to win favor from a dark god, Apocalypse. If his schemes are successful, he'll turn the world into a realm of nightmares. The only hope lies with eight magical spheres, created by a vanished civilization that faced a similar evil 300 decades before.

Unfortunately, the Oracle can only answer four questions, and when it's asked for the location of the spheres that's its last answer. It reveals that the first orb lies with the hermit wizard Othias, then presents David with a horn to open his tower gate.

The Duke tells David to go after the orbs. In the meantime, he and the other rebels will wreak havoc with Silver's guards wherever they may be. David hopes that Othias knows where the rest of the orbs are.

Duke gives David a map that details the whole province, and then Sekune announces that she's joining the expedition.

Dr. Buzuki's been kicked out of the library and has taken up residence in the Oracle's Tower, where he brews alchemical concoctions. He offers you, one for a "wee gratuity." If you tell him you're interested he gives you one for free.

Save your game with the Chronicler, and get ready to look for the orbs!

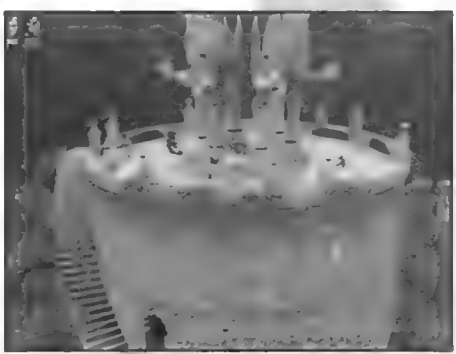


Fig. 3-12. Talking to Dr. Buzuki while the Chronicler awaits.

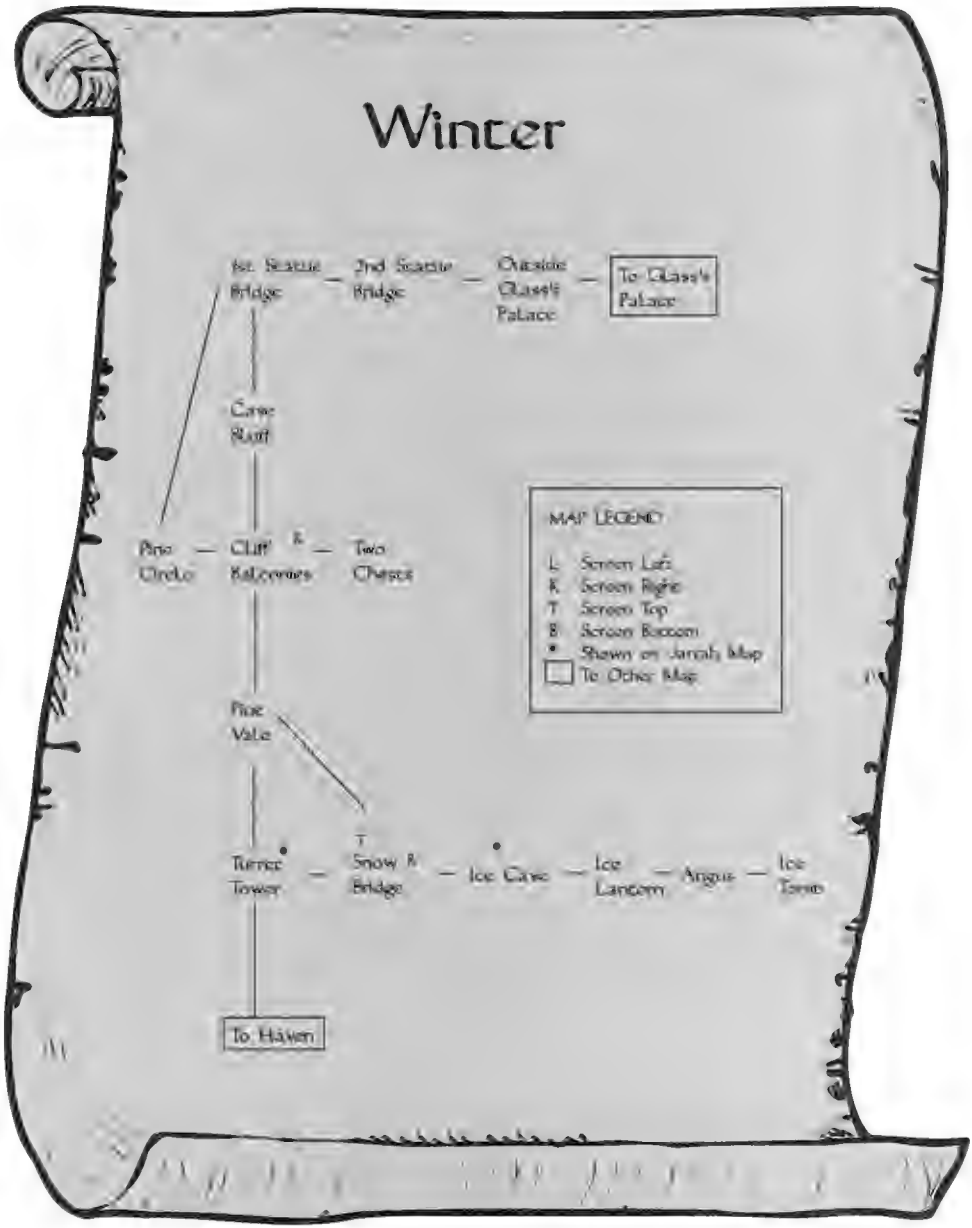
Chapter 4
FIRE AND ICE

THE TOWER OF OTHIAS

Objectives

- Get the orb of the magic
- Get the Reaper special move
- Get the steel key
- Meet the money cops

Fig. 4-1. Selecting the Tower of Othias.


Winter
1st Seaside Bridge
2nd Seaside Bridge
Outside Glass's Palace
To Glass's Palace
Cave Start
Pine Circle
Cliff Balconies
R
Two Chests
Pine Vale
T
Turret Tower
Snow Bridge
R
Ice Cave
Ice Lantern
Angus
Ice Town
To Haven
MAP LEGEND
L Screen Left
R Screen Right
T Screen Top
B Screen Bottom
• Shown on Jarrah Map
To Other Map

Select David—you don't want to waste any of Sekune's arrows. Now pull up the map and select Othias' Tower. The screen goes black, announces that some time has passed, and then you stand once more at the rendezvous point.

Move your cursor to the glowing door and the icon of a horn blinks. That means that the horn the Oracle gave you is required to open the door. All you need do now is double-click the sparkling door. David runs forward, sounds the horn, and the sparkles fade.

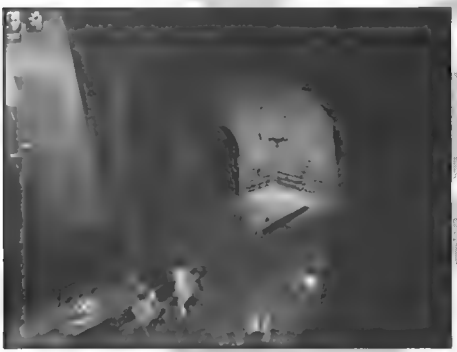


Fig. 4-2. Green imps and gold.

Five green imps dance happily within the entry to Othias' Tower. Take them down and you're rewarded with two or three bags of gold (it varies each time you visit), each holding five gold pieces. You've stumbled upon a real cash generator here—the imps continually regenerate, and so does their gold. All you have to do is exit the screen and re-enter, and the imps return, along with more gold. Throughout the game, if you're ever short of funds, you can return here.

For now, though, head through the archway into Othias' Tower.

Othias is a little suspicious of someone breaking and entering, but once you explain that the Oracle gave you the horn, he's more welcoming. When you say that Silver intends to harness the power of the dark god Apocalypse, Othias hands over the orb of fire magic. He also invites you to look through his chest. Inside, you find your second special move—the Reaper—plus a broadsword, a steel key, and an enchanted armor potion.

Have another word with Othias before you leave and he tells you that he doesn't know where the other orbs are. Rats!

Equip David with the orb of fire magic—the sooner you start using it the better you get at using it. Equip the new special move for both Sekune and David, then exit the way you came in. Try out the fire orb on the imps by selecting David, holding Ctrl, and left-clicking at the imps. Notice that you quickly run out of magical power (remember that you can monitor this by watching the bar directly under your health bar). It takes a

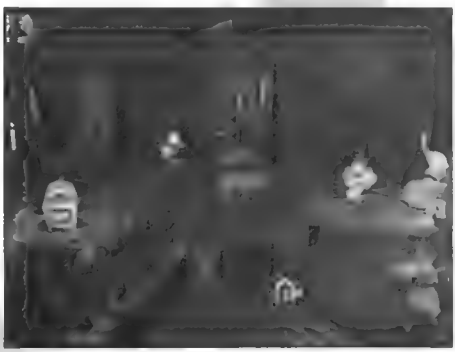
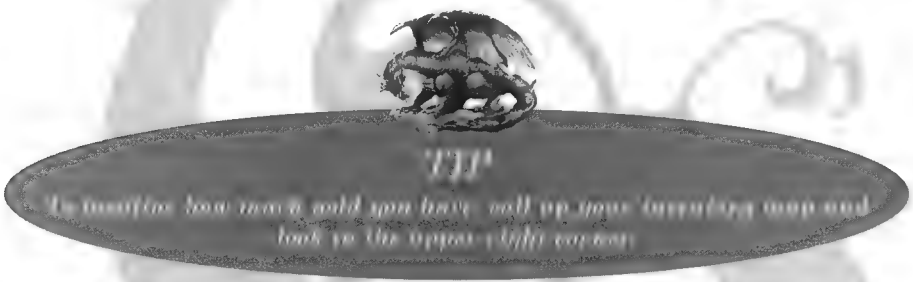


Fig. 4-3. David receives the orb of fire.

while for magic to recharge, so you might want to test out your new special move on the imps as well.

The next place you need to go is the barracks, to buy some food and weapons, so you might as well earn some more money. Exit in and out of the tower arch as many times as you wish, killing imps and collecting gold (I suggest amassing about 500 gold, though this may take a while). Then, call up the map and select the barracks.



When you reach the barracks, you can spend money with both the food trader and the fellow by the fire—turns out he's an arms merchant. Sekune's probably long since run out of most of her arrows and throwing knives, so stock up on those. The food trader is selling apples, carrots, bread, and cheese. Right now the cheese is a real bargain. You can also journey back to the Oracle and buy potions from Dr. Buzuki, but keep in mind that it's easier at this stage of the game to recoup your health by eating several hunks of cheese than by spending 200 gold points on one healing potion.

In any case, once you're through making purchases, head to David's house.

Keep an eye out whenever you enter the barracks. Sometimes a guard comes running in from the right exit and immediately attacks you.

VIVIENNE

Objectives

- Recruit Vivienne
- Get the mayor's key
- Defeat the fire sprite
- Locate the fire tree

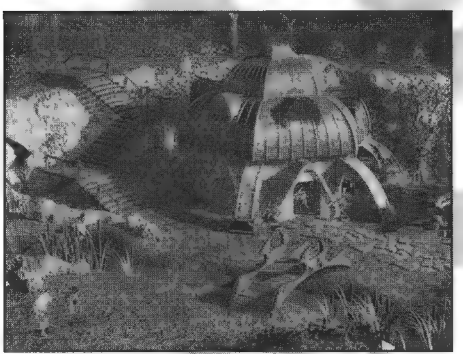


Fig. 4-4. Targeting the tree sprites.

At David's house, you hear some clanging noises—but Jennifer's not back. Six tree sprites are rifling through your goods. Take out the first three with your fireball attack before you cross the bridge. The others won't close in until you cross the bridge. You can take them out with fireballs, one shot each, before they reach you.

TIP

This is an important lesson in game tactics—frequently, more distant monsters won't attack until you cross into a certain range. Fight the close ones first before running forward and causing all of them to rush you at once.

After you deal with the monsters, check your health, recharge your magic, and move on to the right. Don't bother going into the house—there's nothing new in there to see.

Fig. 4-5. More tree golems!

The tranquil stream is deceptive. Don't drop your guard, because as you walk toward the center of the screen, tree sprites run out of the top exit—two waves of three. And just as you finish them off, larger tree golems erupt from the ground.

Keep a close watch on your health and weapons. Switch back and forth between special moves and magic, and you may even have to down a magical recharge potion. If need be, flee to one side of the screen or the other to get some room. It's a tough fight. If one of your heroes goes down, keep fighting on with the other one. Don't forget that you have two secret moves each that you can use.

NOTE: **It's possible to exit to the right from this screen, where you can find a stone path and large numbers of tree golems. Quite probably you'll be killed by them. In any case, you'll waste precious food and ammunition fighting them. From the stone path screen you can go up to reach the fairy ring, where any two heroes can step inside and be healed. It's probably not worth it at this point, but you may want to return later in the game to be healed there—at least before you find the healing orb.**

Exit the screen through the top, where the green monsters came from.

Two guards run across a fallen tree bridge. David announces that they're running from Vivienne's house and says that she needs help. Those two bears wandering around the screen are very aggressive, so take them down, making sure you wait until you have a clear shot. Some killer bees may fly in to tangle with you as well, but you should be able to handle them. When they're all dead, exit to the right.

At the cliffs outside Vivienne's house you come across some dead bodies. Two hounds stand guard outside her cottage at the top of the cliff. Unfortunately, you won't have a clear shot at them until you climb to the top of the cliff, so make sure you have David's fire magic active—a few fireballs can take care of them.

Enter the cottage. Vivienne nearly takes David out by accident, then Sekune introduces herself. Vivienne explains that the guards were waiting when she got back from the fort with supplies. The guards have taken Vivienne's sister and Vivienne wants to join your quest to seek vengeance. By all means, invite her along.

Once she's a member of the party, equip her with a shield and go to her special move menu to set her up with the Reaper. Return to the log bridge and exit to the left.

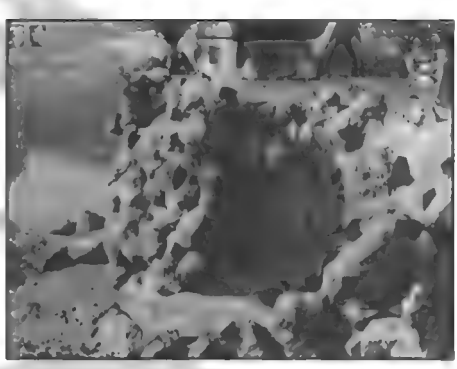


Fig. 4-6. Get into firing range before attacking the hounds.

Fig. 4-7. The mayor's a little paranoid, and his guards are armed.

The mayor of Rain and his bodyguards are warming their hands around a fire. Seems the mayor's a little paranoid these days, and he orders his men to attack. After you finish off two of them, the mayor and the remainder flee, dropping the city key. Pick it up, check your health, and let your magic recharge, then have a chat with the Chronicler, who has reappeared.

Equip David with the ice wand and exit to the top left, the way the mayor and his guards went. You come upon a scorched area. Vivienne and Sekune chat briefly about the odd crater you find, and the armor in its center. There's no time for further discussion, because fire sprites attack pretty fast. Fire weapons understandably do little good against them, but the ice wand, swords, and arrows work nicely. They leave a few spell orbs floating behind them, but these won't do you any good yet—you didn't use any magic against the fire sprites.

Check your health again, equip David with the ice wand, select him as the only hero, and exit the screen to the top left. Get ready for the fire sprite.

The Fire Sprite

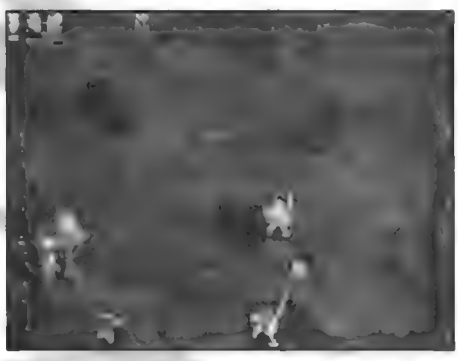


Fig. 4-8. David takes cover while his ice wand recharges.

There are two key ingredients to beating the fire sprite: use cover and have patience. The burnt tree trunk toward the middle of the screen is your new best friend. When the fire sprite pops out of one of the fiery holes (he announces himself with a roar and a burst of flame moments before he appears), hide behind the opposite side of this tree trunk. If your wand is charged, wait just far enough out to blast him once, then dash back for cover. If you're really daring and your wand is fully charged, you may be able to get off two blasts, but it's probably not worth the risk.

As long as you stay near the bottom of the screen, the sprite alternates between the bottom left and right fiery holes. Just be waiting opposite where he last appeared. If your ice wand isn't recharged, wait until it's glittering, which sometimes means that you won't be able to fire on the sprite when he appears. It's OK—you can take him down, you just have to be patient.

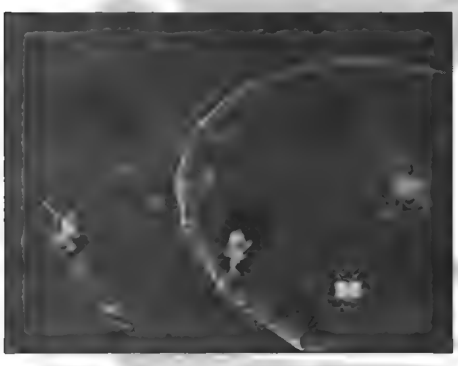


Fig. 4-9. Destroying the fire sprite.

Don't use Sekune or Vivienne at all during this fight, and don't have them selected, because they just get in the way when you run for cover. This means that they both get gravely wounded eventually, but rest assured that they're restored to full health when the battle's over.

Occasionally the fire sprite sends one, two, or even three junior sprites against you. Deal with them quickly and then get back to your tree trunk—you don't want them luring you so far out in the open that you don't have cover. If you do get wounded, gnaw on some food or quaff one of your health potions. If you bought any enchanted armor potions from Dr. Buzuki, they can help protect you a little, but don't think they make you invulnerable.

Once you've finished off the fire sprite, everyone goes up a level, and the Chronicler appears.

Leave via the upper exit. You come upon an impassable barrier—some burning trees. If you put your cursor up to it you can see that a necklace is required to pass, a necklace that you

don't yet have. Pull up the map—there's a new location called Fire Tree, which is where you are now. Head back to the rebel base.

NOTE: **You're heading off on another adventure soon and may be low on food—it might not be a bad idea to go to Othias' Tower, get more imp gold, then buy some food, potions, and weapons.**

RAINBOW'S END TAVERN

Objectives

- Accumulate 160 gold pieces
- Find the Cleaver special move
- Find the Rainbow's End tavern
- Get the bell code from Albert
- Buy Randalph's fire sword
- Buy Jonah's cursed doubloon
- Get thrown out by Mildew
- Recruit Jug

Back at the base, the lads are still practicing. Talk to the Duke, who wonders why you're wasting time when you should be looking for the orbs. Then equip David with fire magic again, head for the scene outside the cave near the rebel camp, and exit at the top. You find yourself at Haven's gate. Exit this screen at the bottom, where you find another gate. Exit through it.

Fig. 4-10. Exit through the other gate to Haven.

You arrive outside of Rain, and guess what—it's raining. One of the more aptly named cities around, isn't it? Enter the gates.

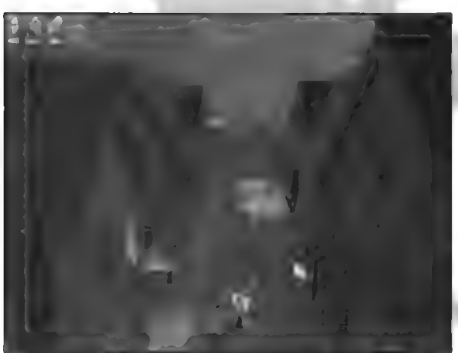


Fig. 4-11. Open the gate with the mayor's key.

You're back at Rain Gate. Move on to the four-way intersection and exit at the top. Pass under the bridge where you fought the archers and exit this screen at the bottom.

This is the closed wooden door where you faced off against the knife fighter and the archers. You can get through this time because you picked up the key the mayor dropped. Click against the door and it should open for you. Walk on through.

Now you can get a close look at the tower and the walkway. Pretty soon some thugs come walking along it, and some more run in from the right. As usual, take as many of them down as you can before they can close, then wade in for some close-range combat. After the battle, scoop up any goodies they drop, then climb the steps and exit along the walkway to the left.

Some thugs await near a gate. Overhead, some fool's hung laundry out to dry. Move around the boxes so you have a clear shot at these guys, then watch out for the ones that come from the right. Scoop up their goodies, eat some food if you need to do so, then exit to the right.

At the top of this street, some thugs are beating up an innocent bystander. As you run up the

stairs, the bystander runs off and the thugs charge you. Get off the stairs—more thugs come running up and catch you from behind if you're not careful.

When you've taken care of the thugs, gather the food and knives they dropped and exit to the right.

Three more thugs come running. Finish them, then scoop up the scroll one of them drops. What do you know—it's the Cleaver special! Before leaving this screen through the archway near the wagon with barrels, be sure to equip each of your heroes with the new special move.

All seems quiet as you descend the stairs by the wall. Send David toward the screen bottom, then have him start blasting as thugs come running. Switch back to Sekune and start firing her arrows. Finish these guys off, check your health, then exit at the bottom.

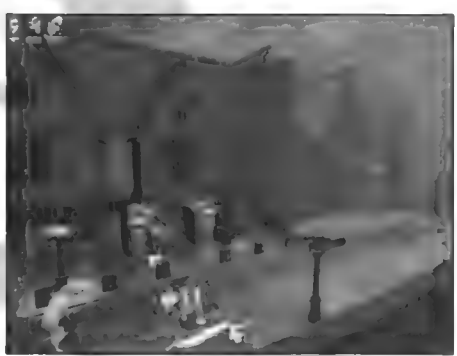


Fig. 4-12. Watch for the scroll that teaches you the CLEAVER special move.

Fig. 4-13. David readies a fireball.

A few thugs wait here, and as soon as you fight them some hounds come running in from the right. Now's the perfect time to put that new special move to use.

When you've finished them off, the Chronicler appears. Check your wounds, recharge, and have a chat with him. Leave with all heroes selected and exit the screen to the right.

After this long, wet journey, what could be more welcome than a warm fire and a flagon of mead at a friendly tavern? Unfortunately some pirates loitering outside the tavern are pretty determined to pick a fight. As soon as you approach the door, they draw their swords. Finish them off and move on into the tavern.

Times are hard, but the folks in the Rainbow's End tavern are still managing to have a fine time of it. You find folks conversing quietly or dancing on tables, or singing with a pianist. Take a look around—there are five people with whom you can speak. One of them is over at the bar, which isn't immediately visible when you first enter. It's on the bottom right.

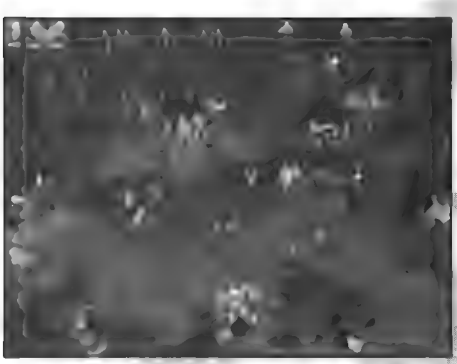


Fig. 4-14. Inside the tavern.

The first fellow you want to speak with is the old man by himself over by the left of the screen. This is Albert. Albert prattles on for quite a while, but be patient. He promises to tell you something interesting if you give him 30 gold pieces.

Accept the offer by selecting the checkmark. On your way through the city, you should've scooped up about 200 gold pieces, which is just a little more than you need here in the tavern.

Albert coughs and chatters for a while longer, but he tells you he knows how to get through the gates to Lower Rain with no questions asked. He then tells you the secret bell ringing code to get in. Don't worry, I'll list the steps of the code in order when you reach the bell.

Once Albert dismisses you, move on to the fellow walking about with the big red glowing sword. This is Randalph, a drunken wizard, and he's hard to miss. He's already inebriated, but that doesn't stop him from buying you up for some more brandy. He'll get around to offering you his sword for 100 pieces. Buy the sword by selecting the checkmark.

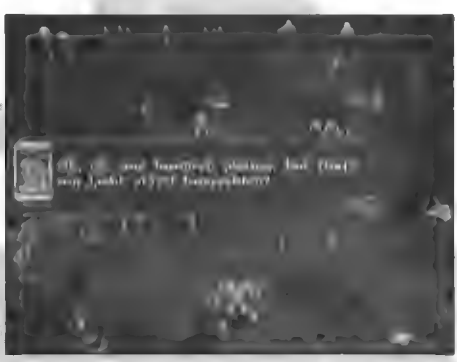


Fig. 4-15. A sweet deal on a fire sword.

NOTE: **Depending on whom you've selected, the interactions vary slightly. The characters you're speaking with tend to be a little more complimentary to the women. Randalph's attempt to seduce Sekune is pretty amusing.**

Now have a chat with the barkeep Muldew. He's the sour one in green pants who keeps walking back and forth near the bar. He's not the friendliest of sorts, and he's very suspicious. Unfortunately, you can't get any real info out of him and before the talk's over he accuses you of being in league with Silver! He tells you to get out of the tavern. If you try to talk to him

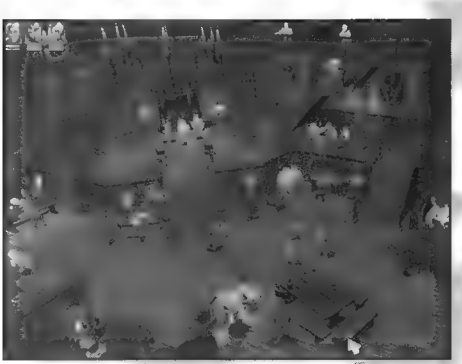


Fig. 4-16. Select Jug to join your merry band.

again, he tells you again to leave. Ignore him.

Talk to the fellow in the hat near the bar. This is Jonah. You can always tell a good pirate by how few body parts he has left, and Jonah must be one of the best, because he's missing a leg, a hand, and one eye. Jonah tells you he's carrying cursed treasure. He offers you a cursed doubloon for 30 gold pieces. It's a strange offer, but go ahead and take him up on it by selecting the checkmark.

After you buy the doubloon, have Vivienne approach the very large bearded man in silver armor near the screen bottom. Get used to looking at him, because this is Jug, and he's apt to be with you for a long time.

Jug takes offense at being interrupted, but intervenes to help you when a bar fight erupts nearby. A more friendly discussion ensues, and pretty soon Jug asks to join your quest. Take him up on his offer. Deselect Sekune and select Jug. Sekune heads back to camp.

Equip Jug with his battleaxe, let him have the Cleaver special move, and give him a spare shield if you have one. Now equip Vivienne and David because they've put up their shields and swords so as not to intimidate the folks in the tavern. Give Vivienne the fire sword so you can see what it does, and equip David with fire magic again. Exit the bar the way you came in.

Watch your step, because more pirates are lurking outside the tavern, and others come running from the left and right. With Jug fighting on your team and Vivienne and David packing fire magic, they shouldn't be much of a problem.

Pull up the map and select Othias' Tower. Now's the time to stock up on some gold, because you'll soon be heading out for another orb and need some more supplies. Head back to the barracks and buy what you need, then move on to the Oracle.

After you buy some potions, leave the Oracle via the bottom exit. Another Haven's gate lies before you. Exit it and you enter the land of Winter, home of Silver's daughter, Glass.

Fig. 4-17. Haven's gate opening on Winter.

WINTER

Objectives

- Defeat Angus the Frost Giant
- Find the ice orb

The bridge to the turret has three arches, and beneath each is a wyvern. One blast from the fire sword finishes each of them off. Advance just a little way, wait for one to fly out, blast it, then advance a little way, blast the next, and so on. When you reach the turret tower, it should open because you found the key to it on your travels. Move on through and head across the other bridge in the same way—there's a monster under each of these arches, too. Exit at the right of the screen.

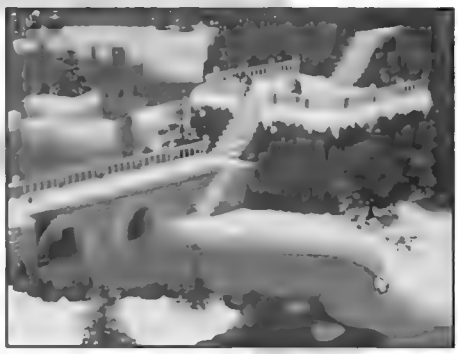
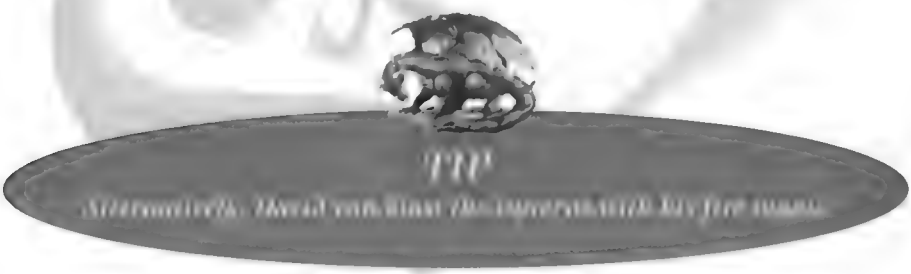


Fig. 4-18. Advance across the arches carefully—here there be monsters.



A few of Glass' Viking guards patrol the next bridge. Take them out with fire magic or blasts from your fire sword, then move a little further and target the snow leopards on the right side of the screen. Move on a little further and knock out the guards on the balcony. When they're finished off, a Chronicler appears where the snow leopards were.

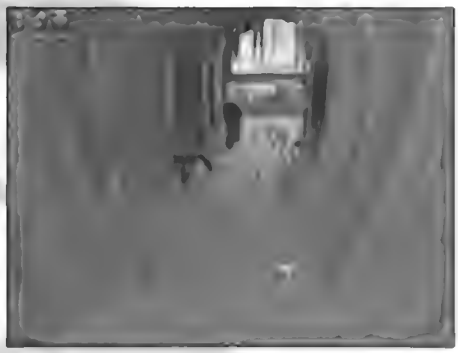


Fig. 4-19. Target the snow leopards.

Exit through the cave behind where the Chronicler was. The big blue ice monsters are called wampas, and there are a lot of them in this cave. They're a real handful unless you blast them with your fire magic or fire sword, in which case they drop after one blast. Advance slowly, leading with David. When he's out of magic, switch to Vivienne and the fire sword. Once all the monsters are out of the way, another flying monster wings in from the top—dispatch it in the same method. Wait until David's fire magic recharges and exit the screen at the bottom.

Oh, and don't forget to snag that roast rat the wampas dropped. Them's good eatin'.

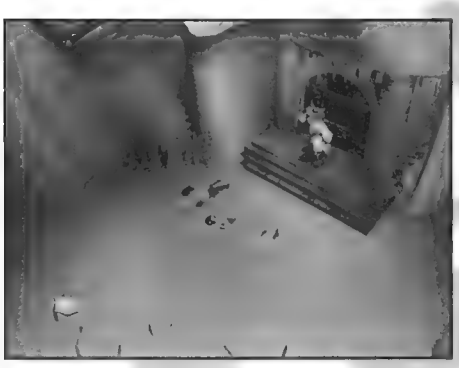


Fig. 4-20. Wampas don't like fire weapons.

You arrive at a cave with a frozen lantern and a duo of guards. Blast them, then blast the wampas and the little floating ice sprites. Let David's magic recharge, and exit to the right.

Send David partway down the ice stairs and blast the three wampas when they appear. Now check everyone's health, eat some food, wait for David's magic to recharge, and open the door.

Angus the Frost Giant

When you open the doors, a giant blue Viking stomps out, snarling. This is Angus the Frost Giant, and he isn't exactly pleased to meet you.

If you're using Vivienne with the fire sword and David with fire magic, Angus is almost a pushover. Almost. You have to watch your health bars and may have to stop to munch food. David needs to switch to another weapon while his magic recharges (unless you bought some magic potions from Dr. Buzuki), but you should be able to drop Angus in no time.

Angus attacks with his axe and can call frozen stalactites from the ceiling, but he's so susceptible to fire assault that you should just grin and bear the attacks, eat food if you get hurt, and slug it out.

After you fight Angus, you go up another level. Walk through the doors you opened. You find a tomb and something else...

As soon as you pick up the ice orb, Stipe runs in with a message that Professor Velding has some information about the orbs and is waiting at the entrance to the library of Gno. He leaves and a Chronicler appears. Save the game with him and get ready to head back to Gno.

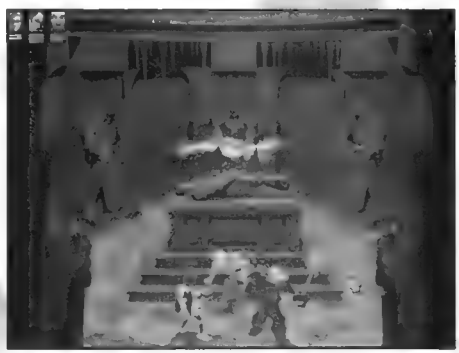


Fig. 4-21. Here comes Angus!

Chapter 5

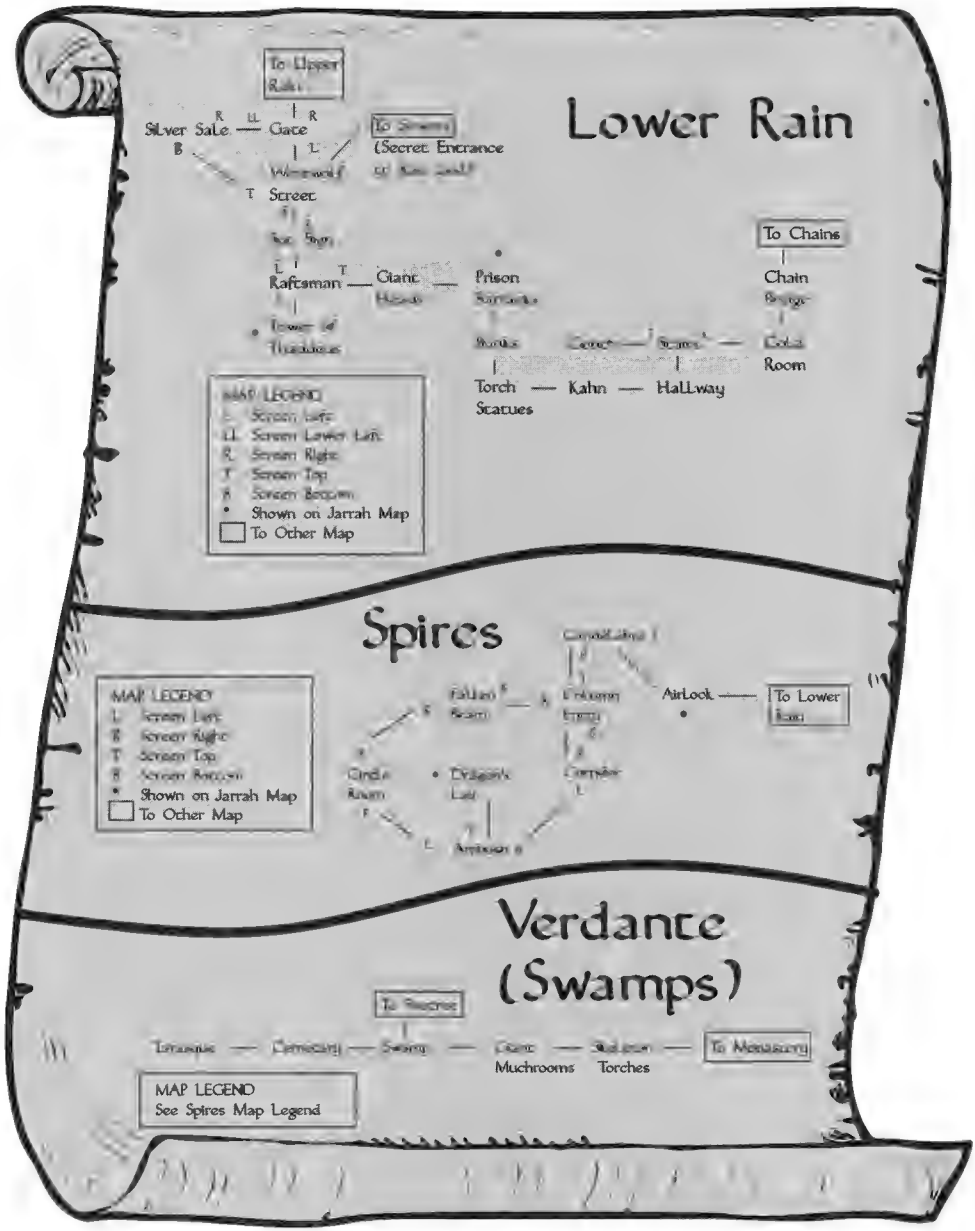
SPIRES

IN SEARCH OF THADDEUS

Objectives

- Talk with Professor Whittle
- Learn of Spires and the orb of healing
- Find and open the entrance to Lower Keep
- Buy Silver
- Kill the werewolf
- Give the talisman the cursed doubloon
- Get the bathoscope from Thaddeus

Fig. 5-1. Professor Whittle has an emergency. Well, sort of.


Lower Rain
To Upper Rain
Silver Sale
Gate
To Swamp
(Secret Entrance
Street
Raftsman
Giant
Prison
To Chains
Chain
Room
Torch
Kahn
Hallway
Statues
MAP LEGEND
Screen Left
Screen Lower Left
Screen Right
Screen Top
Screen Bottom
Shown on Jarrah Map
To Other Map
Spires
Fallen
Room
Circle
Room
Dragon's
Lair
AirLook
To Lower
Rain
Verdante
(Swamps)
To Rapids
To Mossberry
Mushrooms
Torches
MAP LEGEND
See Spires Map Legend

If you're still in the ice tomb, call up your map and select the entrance to the library of Gno. You enter the library to find Professor Velding in conversation with the professor you saved earlier. Before you can speak with either of them, Professor Whittle approaches. He's so upset that he's confusing his words. He says that he needs a philosophical conundrum to ponder, but of course you three don't have one so he walks off looking for his own. Talk to Professor Velding.

Velding tells you he's heard of your quest and has unearthed old scriptures that mention a long forgotten cathedral called Spires. Spires is reputed to house a magical orb of healing. Unfortunately, the city sank, taking the cathedral and the orb along with it! Velding tells you that a necromancer named Thaddeus lives in Lower Rain and has invented a bathoscope (olden speak for submarine). Professor Velding teaches you an incantation that will summon Thaddeus when the time is right. Don't try to memorize it—David remembers it and will recite it at the appropriate moment.

Once you've been told this information, use the map to travel to Othias' Tower. From Othias' Tower you need to exit to the lower right (though you could stop to get some more imp gold first—you need to have at least 50 gold pieces on you, so check your supply before moving on). Equip Vivienne with ice magic if you haven't already done so, and leave David equipped with fire magic.

When you exit from Othias' Tower to the lower right, you arrive at a street with a lone tree. It should look familiar because you passed this way when you were going to rendezvous with the

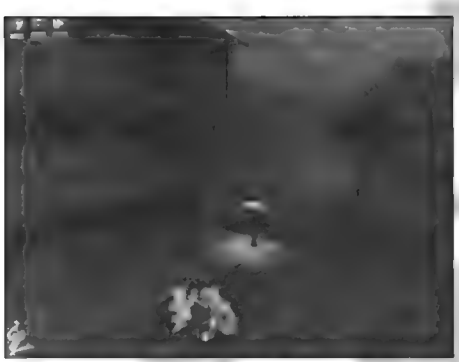


Fig 5-2. On the way to Lower Rain.

other rebels. Exit this screen to the left. (You want to make your way back to the screen with the bell on it, which is labeled as "Gate to Lower Rain" on the map of Rain in Chapter 1.)

You next come to the crossroads. Exit down the stairs to the left. You enter the screen with the stairs flanked by lanterns. Exit to the left, where you arrive on the street where Othias' Tower looms in the distance. Some thugs come running in from the top of the screen. If David and Vivienne both have magic selected, the thugs should be pushovers. Exit at the bottom of the screen.

A bell hangs near a lantern, and a wooden gate closes off the exit out of the top of the screen. This happens to be the bell Albert was blathering about back at the tavern. Select one of your heroes and click on the bell in the following manner:

1. Ring the bell three times. Pause.

2. Ring the bell two times. Pause.

3. Ring the bell once.

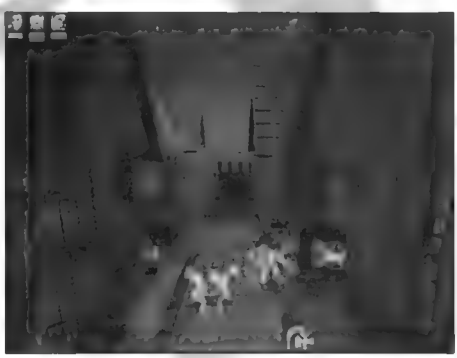


Fig. 5-3. The way is open!

The trick is to click just after the bell rings, or the pause is too long. It may take you a few times to get the timing right, but you won't be attacked while you're doing this, so you don't have to worry. After the gate opens, the Chronicler appears. Save the game, then move on through the gate.

The moment you step through the gate, cut-throats rush you. Obviously, they don't realize you're on a quest to save the world. There's a lot of them, but you should come away from this scrap with only slightly lower health bars. Pick up what they drop, heal your heroes by eating some food, then exit to the bottom left by the fence.

Ever eager for a quick buck, Albert is loitering in Lower Rain, selling silver with an unlikely sales pitch—he says that there's a lycanthrope wandering about. Humor him and buy some silver from him. Albert asks that if you do run into the werewolf you simply wound him a little so as not to ruin an old man's business.

Equip everyone with swords and axes, and exit to the right.

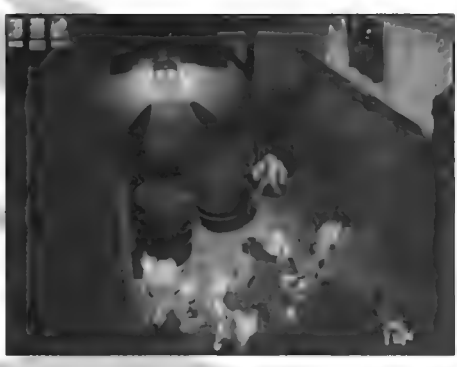


Fig. 5-4. Hey, isn't that Albert again?

Fig 5-5. That poor fellow needs help... wait a second, it's the werewolf!

David walks forward to assist a man lying in the street, but quickly sees that he's, you guessed it, a werewolf! It's possible to fight the werewolf with magic, but it doesn't work nearly as well as cold steel with a little silver, and you probably won't be able to kill him that way. Go in with your swords and axes, and you should soon finish him. Eat a little to recharge your health points, and switch Vivienne and David back to magic. Exit through the archway to the upper right, content that you've done at least one good deed today.

You reach a small courtyard boasting a skeletal sun sign. Pretty soon, waves of thugs rush in from the left, but you should be able to blast them with magic. You'd think all these explosions would send some of them screaming for cover, but they just keep coming.

When you finish off the thugs and recharge your magic, exit to the left.

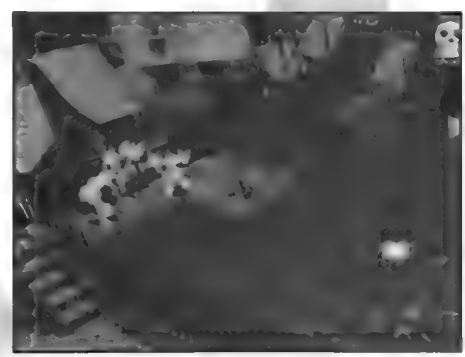


Fig. 5-6. The raftsman.

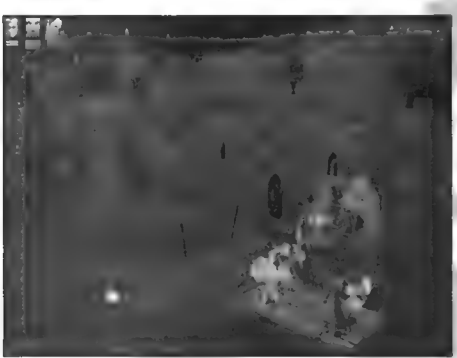


Fig. 5-7. The bathoscope.

The raftsman waiting near the dock looks a little, well, dead. Have a chat with him. For the price of a cursed doubloon he promises to take you to Thaddeus. Good thing you bought it from Jonah back at the tavern.

The raftsman takes you to a deserted tower, and Vivienne suggests that David should use Professor Velding's incantation. Thaddeus appears. His manner's a little abrupt, but he lets you use his bathoscope when he hears your plan.

Click on the bathoscope to climb aboard.

MEANWHILE, IN METALON

Objectives

- Learn that there's a rebel traitor
- Hear that Fuge is going to trap the Duke
- Learn that Glass has an orb guarded by Draco

While you journey in the bathoscope, Silver addresses his elite guard, demanding to know why the rebels are still alive. His throne room radiates good cheer—one of the main decorative motifs is falling blood.

Silver has learned from an informant that the rebels are searching for the spheres and have been far more successful at recovering them than his underling, Jag. Silver sends Jag to Spires, ordering him to wait in ambush for David's group.

Fig. 5-8. Silver addresses his minions.

Silver then sends Fuge to Chains to prevent the Duke's attempt at a jail break.

Once Fuge leaves, Silver asks Glass, his daughter, if the orb in her possession is safe. She says that she's assigned Draco, her most lethal guardian, to protect it.

SPIRES

Objectives

- Defeat the Aqua Dragon
- Get the orb of healing
- Get the infernum extinguere

The airlock in Spires opens and David, Vivienne, and Jug run forth. Alerted by the noise, giant lobsters scuttle in. Blast them with magic, then take out the fish men that charge from the left. Once they've all been dealt with, eat if you need to, let your magic recharge, and have a chat with the Chronicler, who's appeared to the left. You won't be able to open the chest yet—you don't have the key. Exit to the left.

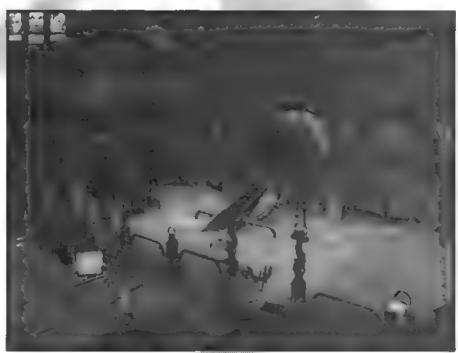


Fig. 5-9. Attack of the fish men.

A rusty candelabra hangs over the next room. Don't go for the gold on the landing yet—advance to the bottom of the screen. Fish men rush in. Blast them, wait for your magic to recharge, then send one hero up the stairs—but not too far. Lobsters scuttle in, and magical fish men charge forward. Before you know it, you're hip deep in enemies. It's a good thing you've been practicing switching back and forth between heroes, because you need to do so to survive this room. When your magic's used up, pull your weapons and help Jug out. You might even want to have Vivienne pull out the bow and take down the magical fish men, who lob fireballs. At least one of the fish men drops a healing potion. Save it—you might need it later in Spires.

Heal and recharge your magic, then exit at the screen bottom.

More lobsters and magical fish men await you in the next room, which has a colonnaded entryway. These guys are nothing compared to that last room, so finish them off, let your magic recharge, and exit at the bottom of the screen.

You next come to a corridor, and the enemies just keep coming: first lobsters, then fish men, then magical fish men, then more fish men. When you run out of magic, switch to weapons and use special moves, switching back and forth between heroes. If there are still enemies about, switch Jug over to fire magic 1. He's not very good at magic, but he's good for two blasts, which just might be enough to help out.

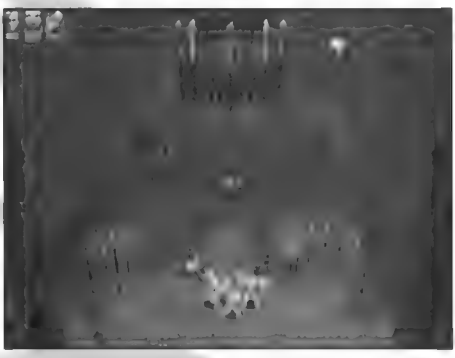


Fig. 5-10. The candelabra room.

After the battle, tend to your injuries, switch Vivienne and David back to magic, let their magic recharge, and exit onto the next screen.

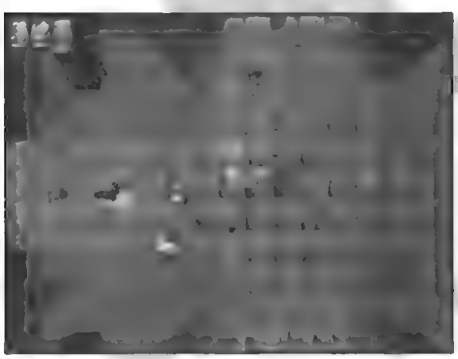


Fig. 5-11. Ambush!

At first, it seems like this is another room filled with lobsters—but then two waves of Silver's guards pour in. Knife throwers are part of the second wave, and they stand back to fire while you battle the foot soldiers. You run out of magic pretty quickly, and then you have to switch over to brawn.

There's one good thing about this set of guards: they carry iron-rimmed shields. Scoop up the shields, along with any food. Open the chest, where you find a broadsword. The Chronicler appears, but don't save with him just yet. Heal yourself and recharge your magic. Arm Jug with the fire sword and put an iron-rimmed shield in his other hand. Even if your ice magic has reached level 2, leave it set at level 1, along with fire magic (Vivienne and David will get off more shots that way). Select all three heroes, with Jug as your primary hero. Now save, and ready yourself for your first (and only) meeting with Jag. Exit at the top.

The Aqua Dragon

Jag awaits on the other side of the orb of healing. He's so busy taunting you that he doesn't pay any attention to the ominous thrum of wings—and thus the Aqua Dragon makes short work of him. So much for Jag.

Although running under a dragon doesn't sound like that good of an idea (and when the dragon lands you can take devastating damage), that's the key to defeating this monster. You could rush out before this confrontation and stock up on healing potions, magic potions, enchanted armor, and what not, but it's possible to defeat him with just standard fare. The trick is to lure the dragon onto the back circle, then run beneath him, blasting with fire and ice orbs. Have Jug switch back and forth between the ice and fire wands.

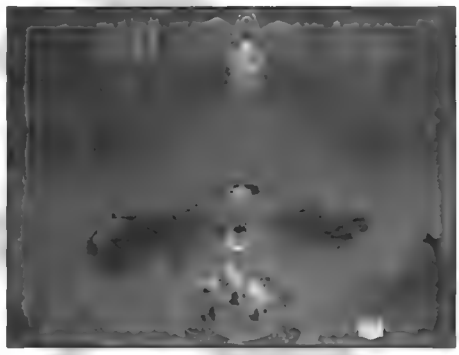


Fig. 5-12. Run beneath the dragon to attack. Really.

When the dragon flies to either the left or right side of the screen, flee back to the circle nearest the bottom of the screen. When he opens fire from the side with his acid blasts, dodge either left or right. When you get to the circle, the Aqua Dragon flies over to the top circle for a better shot, at which point you need to rush as close as you can and blast his underbelly.

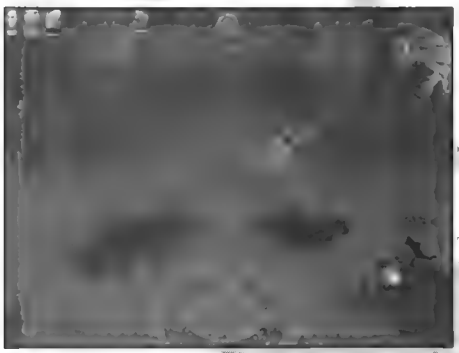
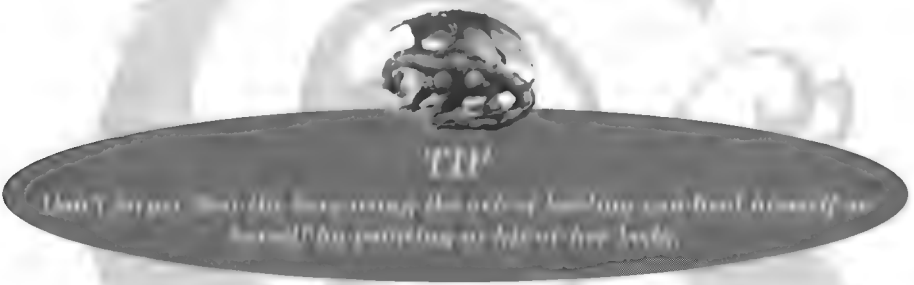


Fig. 5-13. There's a little cover in the alcove near the top of the screen.

This strategy wounds the dragon quickly, but you can get wounded, too, because the dragon occasionally lands on you and hits you with acid breath. Keep eating food and drink any healing potions if you have them. You can grab the spell orb and equip it to heal heroes, but it's often more of a hindrance, as it drains magic that could be used to blast the dragon. Fortunately, magic orbs appear after the dragon takes major damage, and you can send a hero over to grab one—at which point the hero is promptly recharged and can open fire again.

When the Aqua Dragon is finally dead, your heroes rise another level, and the Chronicler appears. Before you save, equip David with the orb of healing. To heal another character, select the spell caster, then point at whomever you wish to heal. Get used to the process, because you'll be using it a lot from now on. After David's magic recharges, switch him back to fire magic, save the game, return to the room where Silver's men ambushed you, and take the left exit.



The Infernum Extinguere

In the next room, braziers stand in a semicircle. A chest materializes, and then a fish man appears near the ceiling. Take him down, then deal with the lobsters and the waves of fish men. Try switching back and forth between David, Vivienne, and Jug's fire sword to take them all out from a distance. It may be best to run toward the bottom of the room so you're not surrounded, but you can handle them from the center just fine. Use magical healing when you're done, and use the spell orbs that appear to recharge your magic.

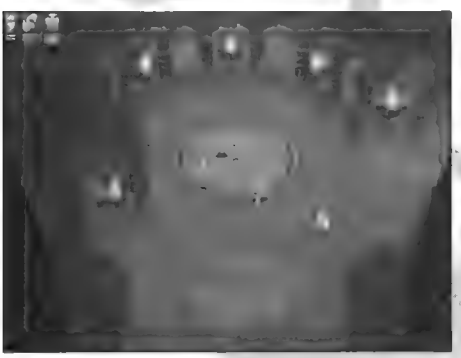


Fig. 5-14. This chest houses the infernum extinguere.

Open the chest. Some food, gold, and the infernum extinguere lie within. Scoop it all up, make sure that no one's still equipped with healing magic instead of something offensive, and exit the screen to the bottom.

You enter a room with a fallen ceiling support beam. A chest appears as soon as you walk in, but

when you approach it you're charged by fish men and lobsters. First take out the magical fish men so they don't blast you, then worry about the others. The tough part is the bats that fly in at the end of the battle. The easiest way to take them out is to continuously perform back slashes so that you spin in a circle. The bats should be dead in no time.

Open the chest, scoop up the food and gold, and pull up the map. Select fire tree, in Verdante.

THE SWAMP

Objectives

- Extinguish the fire
- Talk with Dr. Buzuki
- Defeat the Tarrasque
- Get the lightning staff

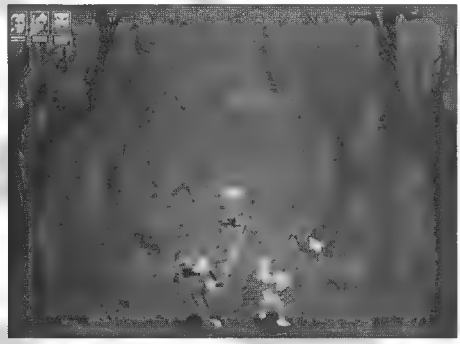
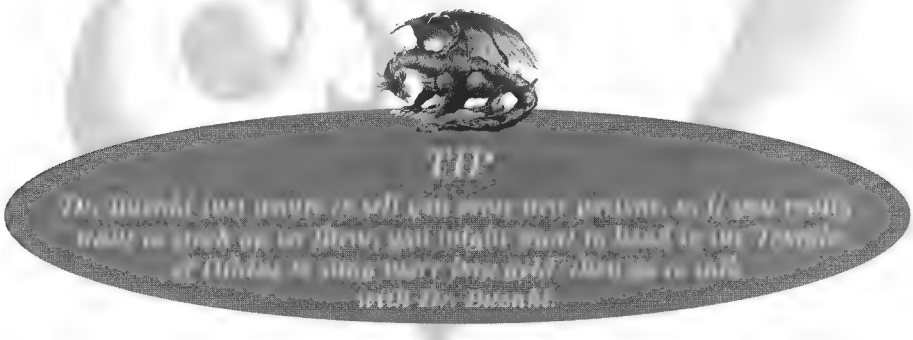


Fig. 5-15. The fire dies down, and the way is clear before you.

You stand again in front of the burning trees, but now you have the infernum extinguere. Move the cursor in front of the fire and click. The fire dies down, opening an exit. Before you can do so, Frink the imp comes running in to inform you that Dr. Buzuki wants a word with you as soon as possible. Pull up the map again and journey to the Oracle.



Once you're standing outside the Oracle tower, talk with Dr. Buzuki. He tells you that he's increased the potency of his potions, then asks if you want to buy any. He has several new kinds, including a strength potion and exploding vials.

Before heading back to the fire tree, you should go buy food, which is still cheaper than healing potions. Return to the fire tree, equip Jug with the fire wand, Vivienne with ice magic, and David with fire magic. Next, select them all (with Jug as the primary hero), and exit through the top.

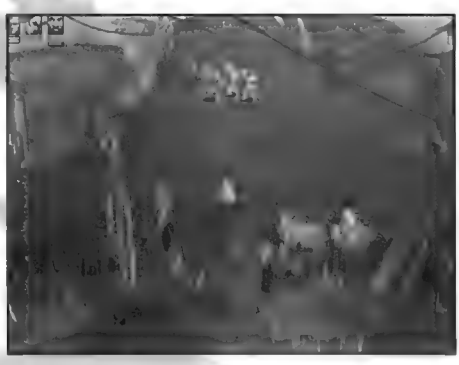


Fig. 5-16. Hmm. Someone's left a bag of gold here. That's odd...

You now enter the swamps, and someone has left a trap for you. As soon as you near that bag of gold, enemies rush in from the left, then the right, then the left. There's a bunch of them. Fortunately, you can blast almost all of them before they get too close. Switch Jug to the long sword or the ice wand once his fire wand gives out. Scoop up the goodies before having a chat with the Chronicler. There are 500 gold pieces in that sack, and, even better, the monsters have dropped some roast rat! Save the game with the Chronicler and exit at the left.

Tombstones poke up from the weathered gray terrain in the foreground, and another bag of gold lies before you. The swamp monsters have a lot of faith in this trick, but you're on to them. Advance toward it, then blast them when they jump out of the ground. They try the gold lure two more times before you reach the left exit. With magic, you can blast them before you come to too much harm.

Check your health, equip with normal weapons, and exit at the left.

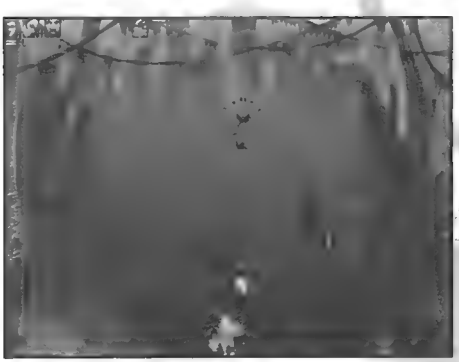


Fig. 5-17. Tricky swamp monsters.

The Tarrasque

Don't bother introducing yourself to the Tarrasque. His social skills are about as polished as his table manners. Just wade in and start bashing him. (Don't bother with your magic—it doesn't seem to have any effect on him!) Use special moves, and keep a close watch on everyone's health. When he starts to sparkle, run to the screen edge or be deluged by a fire storm. When

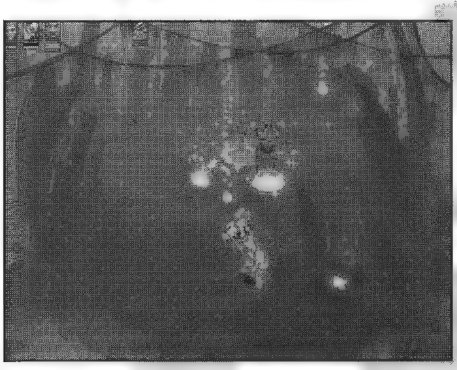


Fig. 5-18. The Tarrasque's dreaded fire storm attack.

the magic particles are sucked into the Tarrasque it is vulnerable to Ice magic. He's also got a nasty arm swipe that he forewarns you of with a hearty roar, but it may be difficult to avoid. Just eat food if you're feeling low, and wear him down with special moves.

When the Tarasque is defeated, open the chest that appears in the screen center. Inside, you find a bronze key, yet more gold, and a lightning staff. Save the game with the Chronicler, who's once more prepared to record your mighty deeds.

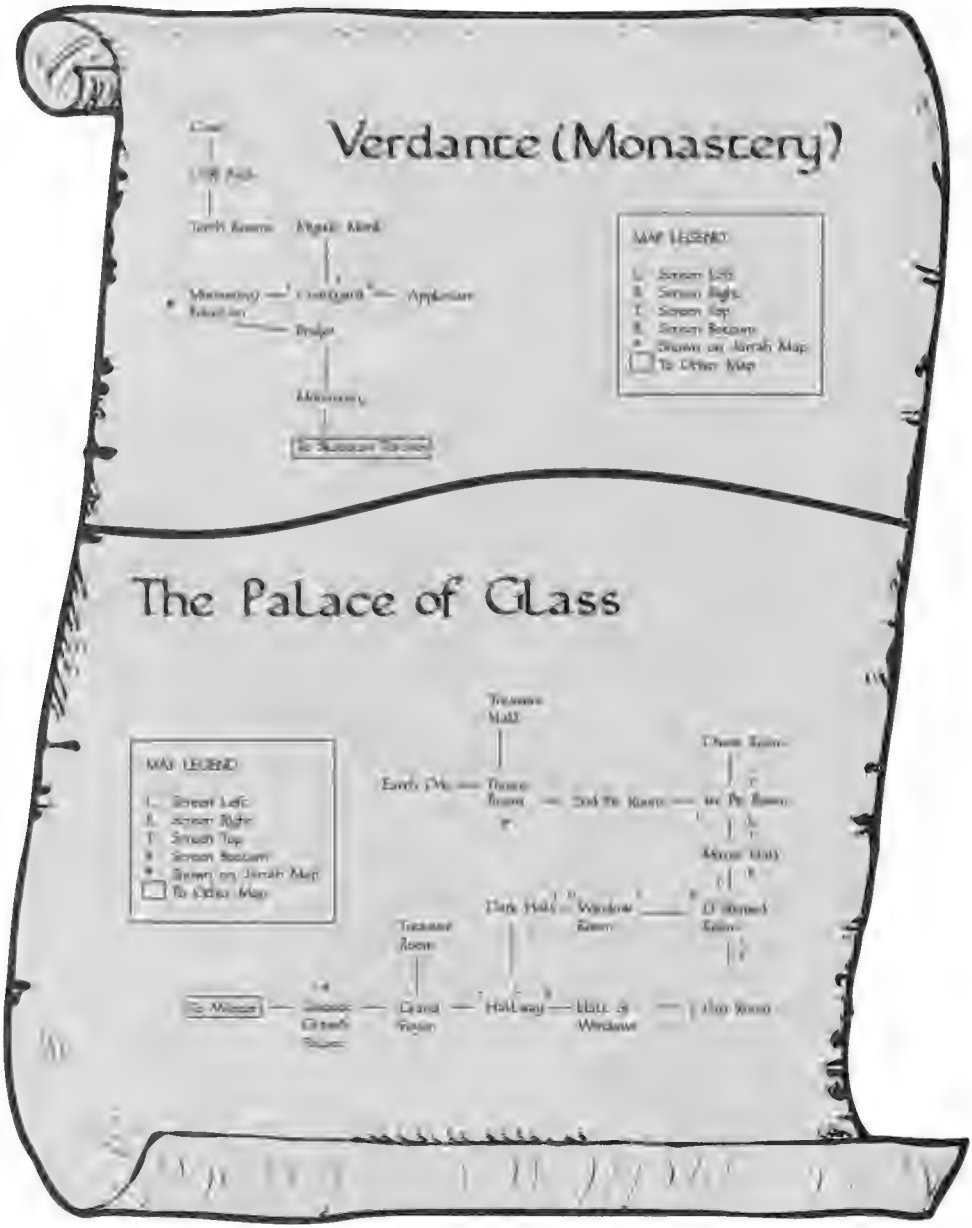
Ready yourself for a journey through the rest of the swamp and a visit to a monastery.

Chapter 6
MONKS AND VIKINGS

THE MONASTERY

Objectives

- Recruit Cuno
- Find the Scythe special move
- Retrieve Professor White's scroll and give it to the Mystic Monk
- Pick up Bentley's key
- Recruit Chiaro
- Get the orb of lightning magic


Verdance (Monastery)
MAP LEGEND
L. Screen Left
R. Screen Right
T. Screen Top
B. Screen Bottom
* Shown on Terrain Map
To Other Map
The Palace of Glass
MAP LEGEND
L. Screen Left
R. Screen Right
T. Screen Top
B. Screen Bottom
* Shown on Terrain Map
To Other Map

Now that the Tarasque is vaporized, return to the first swamp screen and take a right. You arrive at a clearing ringed by large mushrooms. A chicken leg rests in the center of the area. The clever swamp monsters have devised a variation on their gold trap—as soon as you pick up or pass near the chicken leg, waves of blue and purple swamp monsters charge. Finish them off, pick up the roasted rats they drop, heal and recharge, and exit to the left.

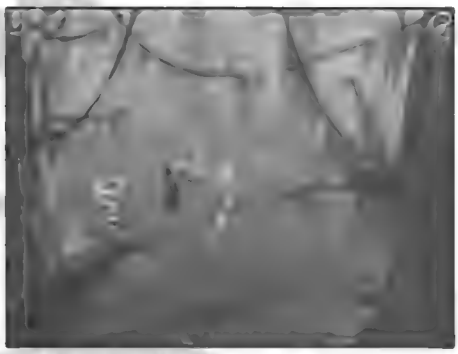


Fig. 6-1. All is quiet until you approach the chicken leg.

TIP

Dinosaur bone weighs more carried level 2 with little food or money. At this point, it's better to keep them on the level 1 weight zone. At level 2 you can use it when the more quickly.

Blue and purple swamp monsters stand near long torches thrust through human skeletons. One has a longbow, so take him out before he can start firing. When you blast the swamp monsters, more come running in from the top and bottom of the screen.

To the left, between the two swamp trees, you may be able to make out a nearly invisible object. (As a matter of fact, you may have noted a few of these throughout the game.) You can't open this invisible chest yet, but rest assured I'll tell you when you can and lead you to all of the invisible chests when the time is right. For now, recharge and exit at the top of the screen.

Fig. 6-2. The monastery.

The air is clear outside the swamp, and a serene-looking monastery sits on a nearby cliff. A monk garbed in purple approaches you and relates a sad tale.

The monk tells you that the monastery's water supply has been poisoned and that the monks are all demented (he was in Rain during the period of infection and is unharmed). He says that he's strong and proficient in the more traditional fighting arts, and asks to join your quest. Deselect Vivienne and welcome Cagen into your combat troop. He'll be a real asset as you journey into the monastery.

Equip Cagen with the Cleaver special move, and assign him either the lightning staff or ice magic—he's even more talented with magic than David is. Exit toward the bridge.

A lone monk runs from you as you ready to cross the bridge, but he signals for reinforcements and soon you're surrounded by screaming monks. Finish them off and exit to the top left.

You emerge into a screen with a dragon fountain. Don't be distracted by the monk who runs out to challenge you—you're attacked from behind first.

More come running in from both sides of the screen, but if you all have magic equipped (Jug with one of the magic weapons) you come through pretty much unscathed. Exit through the gates into the courtyard.

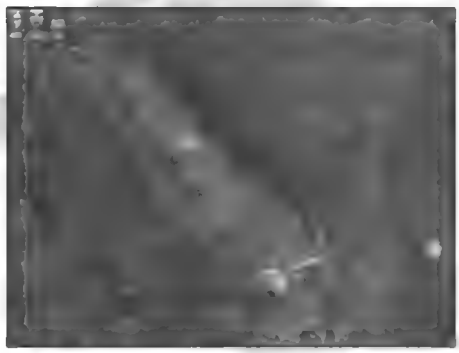
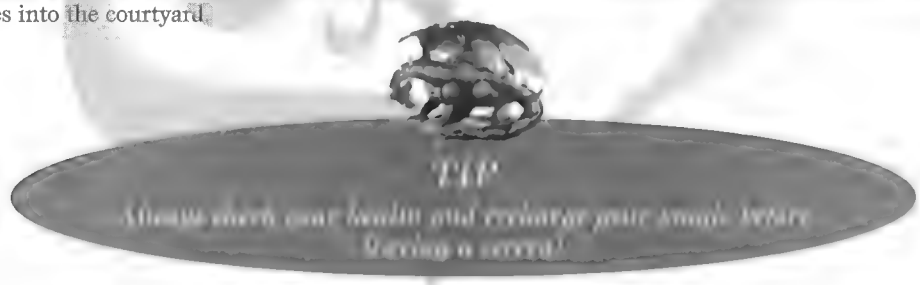


Fig. 6-3. Monk mayhem on the bridge.



Monks rush out of every entrance, but you pack so much fire power that you can take all of them down without taking too much damage yourself. Exit to the right.

There's nothing in here other than an overturned apple cart and a chest to open (unless you count the other invisible chest). Open the visible chest and receive food and another long sword. Return to the courtyard and exit at the top, into the monastery itself.

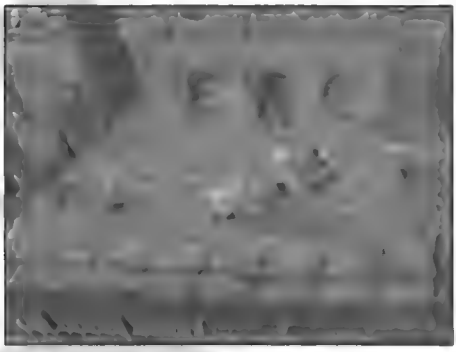


Fig. 6-4. In the courtyard, enemies rush you from three sides.

Fig. 6-5. The monks at work.

A whole room full of monks practice before a Mystic Monk carrying a wooden mace. It almost seems a shame to disturb them, but they'll attack you if you don't. Keep them at a distance with magic attacks. Even the Mystic Monk falls to your onslaught. Just when you think the battle's over, more monks jump down from the scaffolding on your right. You may be out of magic by this point, so switch over to regular weapons, finish them off, then pick up the scroll the Mystic Monk dropped. It's another special move, the Scythe. Select all your heroes and equip the move. Exit to the left.

Wave after wave of monks assaults you in the next room, and you may run out of magic by the time the two Mystic Monks arrive from the top and bottom of the screen. At this point, it's time to switch to weapons and try out your new Scythe move. Go ahead and heal, but don't bother waiting to recharge magic after the fight, because you're in no more immediate danger. Exit at the top.

Journey down the cliff to a cave entrance. Click it to enter.

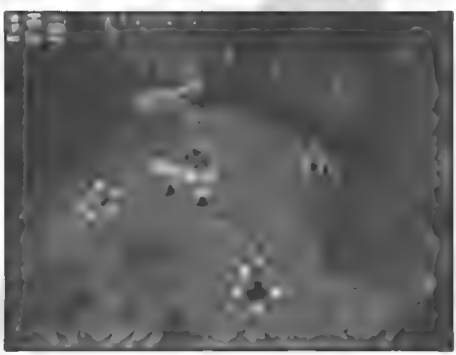


Fig. 6-6. Battle in the torch room.

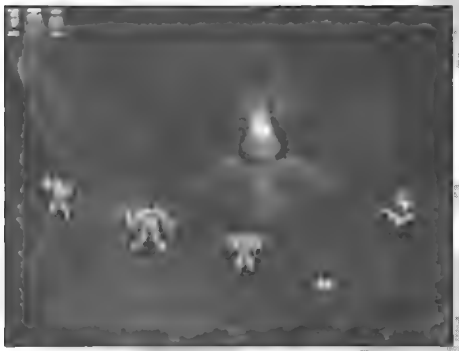


Fig. 6-7. The floating monk.

A monk floats in the cave. Go over and have a word with him. He's apparently been in a trance throughout the infection and hasn't drunk any of the water. He awakens to tell you that he plans to remain until the infection is dispersed and the water is purified; he hopes to preserve himself via meditation.

David asks if there's anything he can do to help. The monk replies that if he could have one of life's great questions to ponder it would help him meditate. Professor Whittle was working on the same problem, wasn't he? Select your map and journey to the library entrance.

When you arrive at the library, walk over and have a chat with Professor Whittle, who's just figured out the answer to one of life's great questions. (Unfortunately, he doesn't tell you which question this is, or what the answer might be. Perhaps he's determined where missing socks go once you put them in the dryer.) Whittle hands you the scroll.

Use the map to get back to the monastery, and return to the monk's cave.

Talk to the monk. He's grateful for the question to meditate upon and gives you an ethereal potion. You are instantly transported to a mansion.

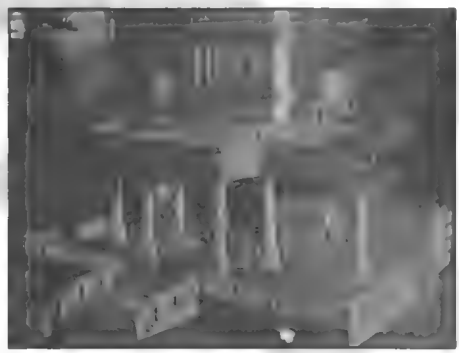
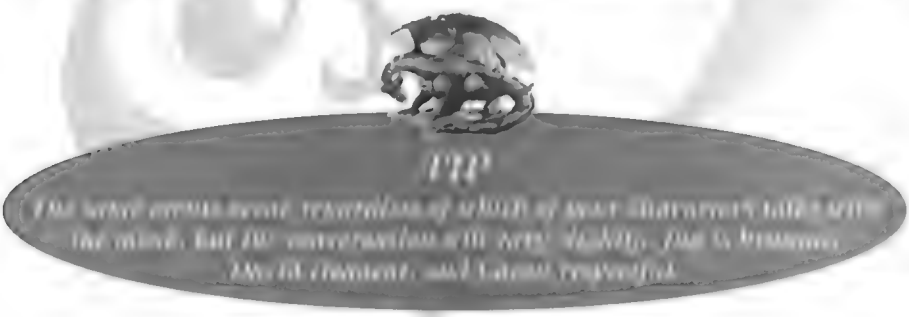


Fig. 6-8. Outside the mansion.



When you appear at the mansion, walk in through the main entrance. You can't be seen.

You witness a horrifying scene—Silver blasts the great painter, Reuben, to fragments, then stalks off with Fuge and Glass. Go grab the wood key that's left. You're instantly transported back to the cave with the monk, where you relay what you saw. The Chronicler appears. Go save the game with him.

After you've saved the game, re-equip whomever journeyed to the mansion, use the map to return to David's house, and exit the screen to the right. You're back beside the calm stream. Exit this screen to the right.

You enter a screen with a stone path. Depending on whether you've come this way already, it'll either be clear, or loaded with tree golems and sprites. You should be able to blast them if you haven't done so already. At the screen top is the fairy ring, if you need to be healed. Exit the stone path screen to the right.

When you arrive at the waterfall, scroll to the bottom of the screen to pick up the strength potion. As you journey there, you're attacked by wave after wave of tree sprites. Blast them, get the potion, then climb the stairs to exit to the top of the screen.

Fig. 6-9. The death of a great artist.

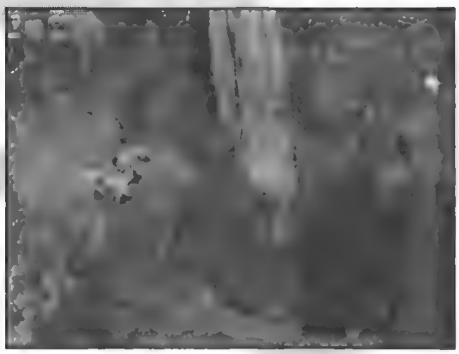
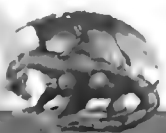


Fig. 6-10. A lovely waterfall.



TIP

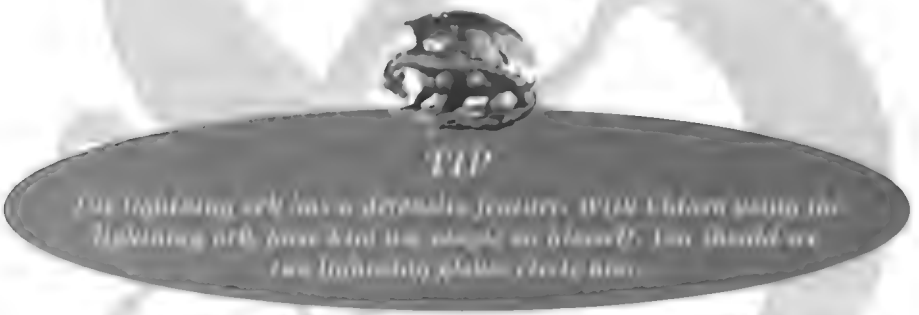
If you can't pick up food, it means you're not attacked with that type of food. If a hero's unskilled, there's no use trying to feed him. Instead, give the food to another hero.

Fig. 6-11. The lightning orb is in the chest in Reuben's studio.

You arrive at Reuben's house, an old mill. Go to the door—the key required for entry is the one Reuben dropped.

In the mill is Reuben's pupil, Chiaro. He's outraged to hear of his mentor's death and wants to join your group. Invite him along and send Cagen back to camp. Now climb the stairs to Reuben's studio.

Reuben had a beautiful art studio. Help yourself to his chest, where you find some food and the lightning orb. Equip Chiaro with the lightning orb, and make sure he has a special move selected.



You're almost ready to enter Glass' palace. First, though, use all that money you've earned to buy some potions at the Oracle and some food at the barracks if you really want. Don't buy too much food, though, because your enemies drop it regularly enough. From Dr. Buzuki, you should buy magic potions, a healing potion or two, and perhaps an enchanted armor potion, if you have any money left over. Now call up the map and journey to the turret. Make sure Jug is bearing the fire sword and that David is using fire magic—remember how susceptible the blue wampas and ice creatures are to heat.

TO GLASS'S PALACE

Objectives

- Defeat Draco
- Get the barracks key
- Get the orb of earth magic
- Get the amulet of seeing
- Get the scroll of golem summoning

When you arrive at the turret, exit again to the right. You reach the screen with the ice cave. Instead of entering it, exit through the stairs near the top of the screen.

Your enemies charge in waves. First snow leopards attack, then ice sprites. None of them are much of a challenge as long as you wield fire and lightning. The Vikings that charge down the stairs are more of a threat. Finish them off, scoop up their food, then head up the stairs.

You reach some stunning cliff-side balconies. Enemies lurk in the first balcony, circle the fountain, and stand sentry upon the upper balcony. Deal with those closest first. A few blue

wampas leap out of the snow, but they succumb quickly to fire magic. When you finish them off, run toward the Vikings circling the fountain and take them out. You can probably survive this battle without a scratch. Scoop up the leftovers and exit to the right of the screen.

The chests in the next screen are a lure—they disappear as soon as you try to open one. Take out the ice sprites and snow leopards, then open the real chest that appears and return to the cliff balcony. This time, exit through the cave in the middle of the screen.

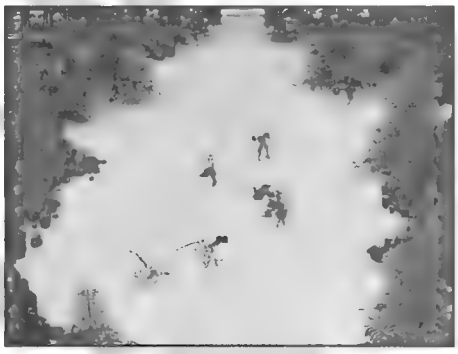


Fig. 6-12. Attack in the pine vale.

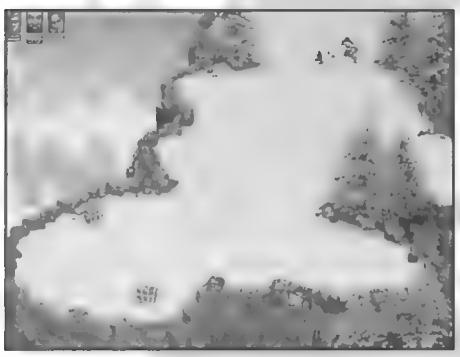


Fig. 6-13. Two chests sit in the snow.

You arrive at another cave mouth. As soon as you enter, blue wampas run out to attack. Mow them down with fire magic and then exit through the cave to the top. (Remember to wait until your magic recharges before exiting a screen, unless you want to switch over to regular weapons.)

You enter a frozen lake crossed by a starkly beautiful bridge. Ice sprites and blue wampas abound, but use fire magic to take them out, climb the stairs, and exit on the bridge to the right. (To the left is a pine vale that leads back to the cliff balconies.)

Several Viking sentries march on this portion of the bridge. Mow them down with magic and then send Jug in to finish them off. After you scoop up the food they drop, exit to the right.

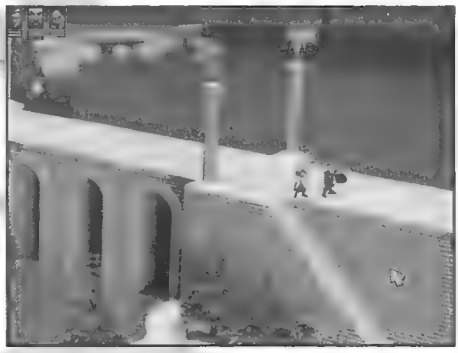


Fig. 6-14. The first ice bridge with statues.

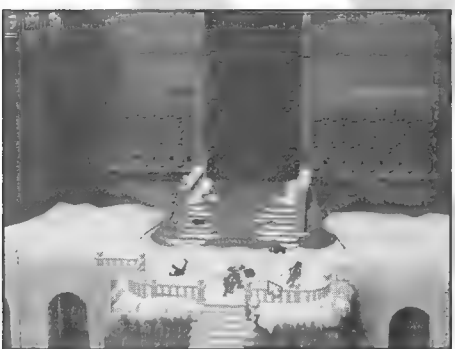
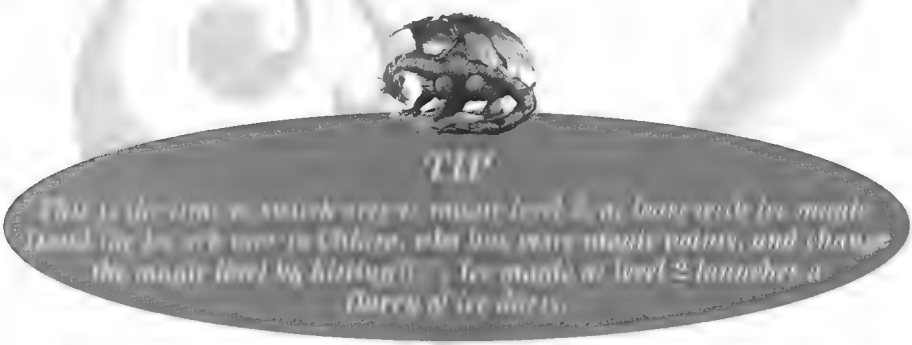


Fig. 6-15. Outside Glass's palace.

You arrive outside the imposing front entrance to Glass' palace. After you tackle the handful of Viking sentries, the Chronicler appears. As usual, check your health before saving the game with him.



Inside Glass' Palace

Fig. 6-16. Viking mercenaries in the grand foyer.

Walk over to those immense gates, which should open before you because you have the key. Walk through.

Immediately, you spot Viking mercenaries on the stairs in the immense, beautiful foyer. The mercenary captains, in purple armor, are unconcerned, and wave on blue-armored underlings to battle you. They rush down the stairs. Take them out with magic, then climb the left stairs about halfway up, hugging the right banister so you can have a clear shot when the rest of the Vikings charge down to fight. When you finish them up, recharge your magic, snag any food they dropped, and exit at the top right. (You can't open the door near the top of the room yet—you don't have a key.)

You enter a hallway. The Viking captains again wave on the blue Vikings before backing out, and this time there are hordes of them. Use magic to fight them, but watch out for the purple Viking captain that leads more troops in from the top of the screen. When that happens, run toward the bottom of the screen to get a better view of the fight—the corridor is so long that heroes at the top of the screen are difficult to see. You've probably exhausted your magic by now and may need to switch to steel.

When you finish these fellows off, scoop up their food and weapons, then arm Jug with the steel shield, which is a step up from the iron-rimmed shield he's been toting around. Don't leave that war hammer behind, either, because it does almost double the damage of a long sword!

When your magic recharges, exit to the left.

The moment you step into this corridor, you're under attack. The Vikings come in three waves, first from the bottom, then from the top. The Vikings in gray armor are axe throwers, so take them out as quickly as you can. Check your injuries and recharge, then leave through the top right.

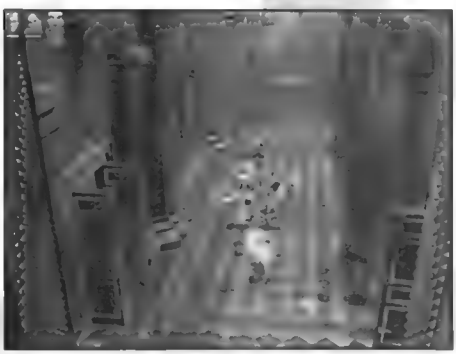


Fig. 6-17. Run to the bottom of the screen!

Three Vikings are admiring the view through the window in the next room. It's little challenge to sneak up on them. Finish them off, but don't think the battle's over. A purple armored Viking captain and some underlings charge in from the left as soon as you try to exit. Recharge, heal, then exit to the left.

When you reach the D-shaped room, the Viking captains take you on themselves. Finish them off, recharge, and exit to the top.

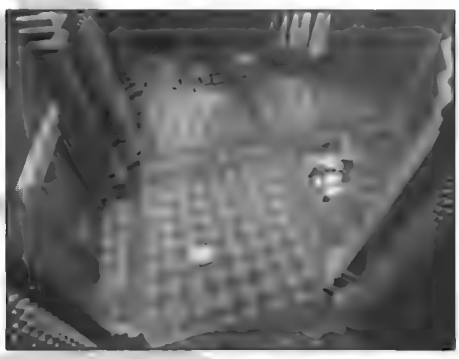


Fig. 6-18. Three purple Vikings.

You arrive at a hall with two mirrors. A lone Viking stands at his post here, but the moment you blast him more come running from the top and bottom of the screen. Get ready for a long fight, because wave after wave of them pour in. It might even be time to dip into any exploding vials or gas vials you got from Dr. Buzuki.

When you've recharged, exit via the upper left.

You enter a room with a pit surrounded by a banister. Another Viking captain waits here with some axe throwers and blue Vikings. Take them out, recharge, and exit to the left.

This is your toughest Viking battle yet. Watch your step here! You face wave after wave of Vikings, and you're certain to run out of magic. Switch everyone over to weapons and shields when you do, and watch those health bars. Again, you may want to use some of Dr. Buzuki's vials—but don't dip into any magic restoration potions, because you need those in the next room.

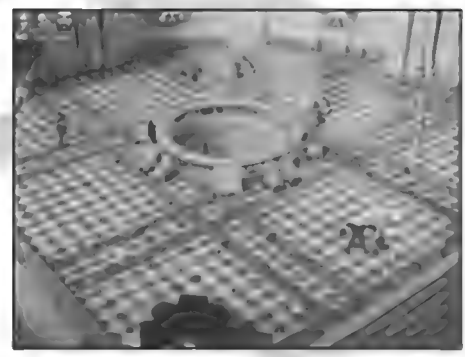


Fig. 6-19. The Vikings are determined to keep you out of the throne room.

The Chronicler appears after the battle. Scoop up the goodies but don't bother healing anyone but David. Switch David to fire magic set at level 2, then save the game. It's time to face Draco.

Draco

Draco freezes Jug and Chiaro from the outset, and all you have to fight him with is David. This is an endurance match, and you continually need to down potions of enchanted armor, and

healing, and eat food to keep your health bar up. You also need to do lots of dodging. Draco has four attacks:

1. Icicles from the ceiling

2. Icy spike balls

3. Ice darts

4. Ice breath

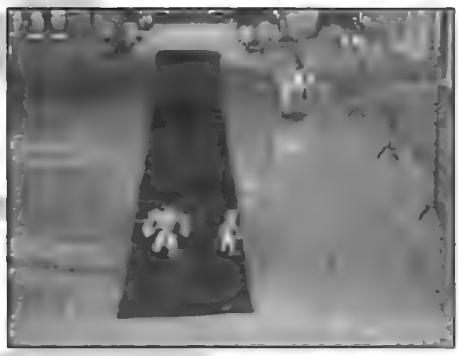


Fig. 6-20. Blasting Draco. Note Jug a nd Chiaro frozen near the bottom of the screen.

When Draco flies into the air, the odds are that he's going to let go with icicles. Wait until he's almost out of sight and cut straight across the floor.

You can dodge the spike balls and ice breath by running left or right, or wait until they're close and dodge aside by holding down Ctrl and clicking the right mouse button.

The ice darts don't do a whole lot of damage. If you're running, you should probably be able to avoid them or avoid taking too much damage, anyway.

Fire is the only thing that harms Draco, so you need to keep whipping off your fire spell. It does the most damage when Draco's belly is exposed. You can tell this is going to happen because sparkles gather around Draco just before he shows his underside. Sometimes spell orbs appear for you to recharge with, but these also might tempt you into the line of fire—be careful when you race for them. More often than not, you simply have to keep dodging and eating and build up spell reserves that way. If you've saved up your magic restoration potions, now's the time to use them. Remember that you've still got the fire wand, which can damage Draco nicely.

Fig. 6-21. Run from the icicles.

When Draco's finally dead, Chiaro and Jug thaw out, completely healed and none the worse for wear, except that you have to re-equip them both, including re-setting their special moves. Everyone's gone up a skill level.

Open the chest in the corner, grab the food, then exit to the upper left.

The Earth Orb and the Rest of the Palace

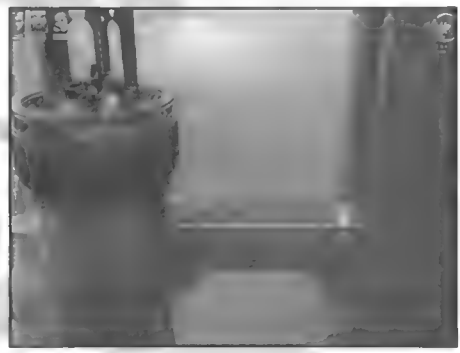


Fig. 6-22. The orb of earth magic.

You arrive on a parapet leading to a high tower, where you can find a barracks key and the earth orb. Once you grab them, the Chronicler appears. Save the game and exit into the throne room where you fought Draco. Take the bottom-right exit from the throne room, and a hall with two treasure chests stretches before you.

Unfortunately, the bottom-most chest attacks you when you try to open it! Fortunately, surprise is its main tactic—you can take it down easily with one or two swipes or blasts. It does contain some gold and food, and the other chest has a jeweled key and more food. Gather it all and head back to the first pit room.

The jeweled key opens the door to the top of the screen. It looks like some Vikings heard all the fighting and decided to hide in here. A few rush out the door at you, but you have to go through the doorway to finish off the rest. Don't get cocky, because there's a Viking captain in here.

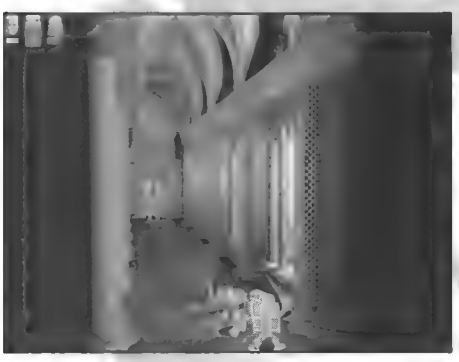


Fig. 06-23. Attack of the treasure chest.

The chest on the right has an ice key and some food. The one on the left has the amulet of seeing.

Equip the amulet of seeing, and a chest is revealed in the bottom of the screen. It contains gold and two potions of healing. You can now go back to all the locations where you noticed nearly invisible objects, but I suggest waiting until the final assault on Silver before you do that. (Chapter 10 explains the reasons and contains a checklist of the locations of the invisible chests.)

Exit and work your way back to the D-shaped room. When you reach it, exit to the left.

Somehow the Vikings in this room with urns missed out on all the action, and they're itching for a little combat! Watch out, because more charge in from the right and bottom, and they have purple-armored Viking captains and axe throwers.

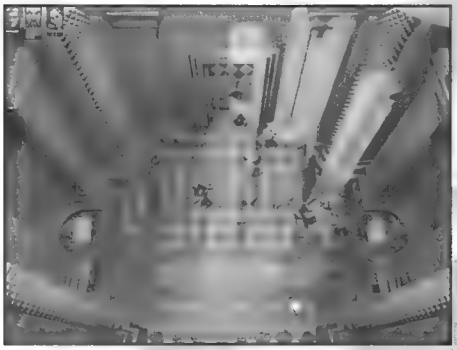


Fig. 6-24. Some Vikings are hiding with these chests.

Once you finish them, exit through the bottom of the screen.

Left of the urn room is a stately hall of windows, along with more Vikings admiring the view. Send them all to Valhalla, pick up the goodies they drop, then return to the grand foyer.

When you arrive at the grand foyer, use the ice key you found to open the treasure room at the bottom of the stairs.

Aside from some final Vikings, the room has a chest with a war hammer, some gold, and a scroll you can use to summon a golem to fight for you. Pull up the map and journey back to the rebel camp.

RETURN TO THE RAINBOW'S END

Objectives

- Learn of the Duke's capture
- Learn of John's death
- Speak with Mildew
- Find the entrance to the sewers
- Learn the Falcon special move

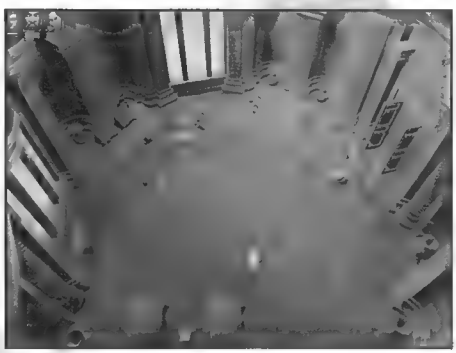


Fig. 6-25. Vikings in the urn room.

The moment you arrive, you're told that the rebels were ambushed when they attempted a prison break at Chains. Ben's brother John is dead, and the Duke and William and a few others have been captured.

Talk with Fat Bob, who actually has something to say! He tells you to return to the Rainbow's End tavern, speak with Mildew, and give him the rebel password(don't bother memorizing it—your hero repeats it at the appropriate moment). The password can open the way into Chains, the prison. As if you didn't have enough to worry about, you have to free the Duke and the others. Have a chat with Richard, who tells you that his father is dead, then call up the map and journey to the tavern.

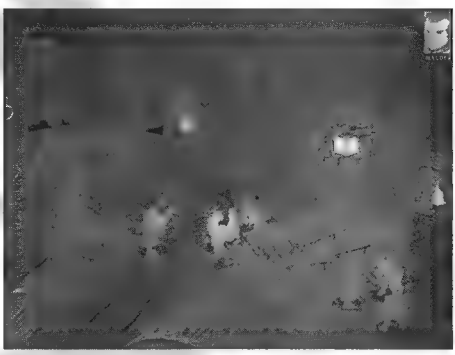


Fig. 6-26. The tavern cellar.

It looks like most of the same crowd is at the tavern. The only one you can talk with is Mildew, who's hanging out near the bar, as usual. As soon as you talk to him, you mention the password and he opens the cellar door.

When you reach the cellar, Mildew demands to know who gave you the password and wants to know why you're there. Eventually Mildew tells you that there's a way in to Chains, through the barracks, except that the entry is currently underwater! You need to activate a mechanism to open the sluice gates, which will drain Lower Rain and allow you entry to the barracks. Exit through the lower left arch.

You enter a sub-cellar with a giant barrel. Go down and talk to the rebel guard, who teaches you the Falcon special move. Equip everyone with it, then save with the Chronicler, who appears in the upper right of the screen. Get ready to explore the sewers and meet the rat god!

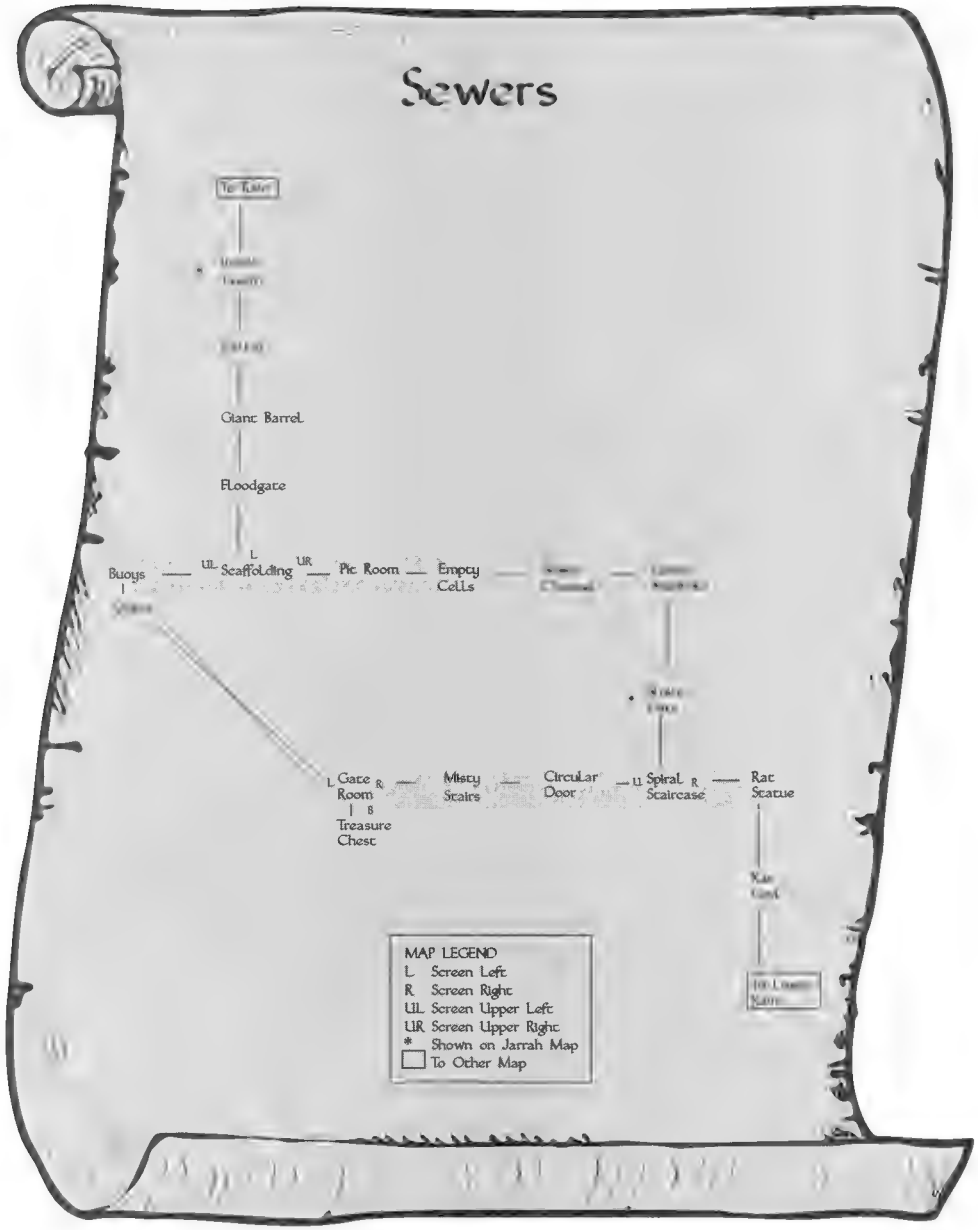
Chapter 7
THE TEMPLE OF THE RAT GOD

THE SEWERS

Objectives

- Open the sewer gate
- Find the valve upstairs
- Open the water gate

Fig. 7-1. Exit the screen via the archway in the big barrel.


Sewers
To Tower
Giant Barrel
Floodgate
Buoys
UL
L
Scaffolding
UR
Pic Room
Empty Cells
L
Gate Room
R
B
Treasure Chest
Misty Stairs
Circular Door
UL
Spiral Staircase
R
Rat Statue
MAP LEGEND
L Screen Left
R Screen Right
UL Screen Upper Left
UR Screen Upper Right
* Shown on Jarrah Map
To Other Map

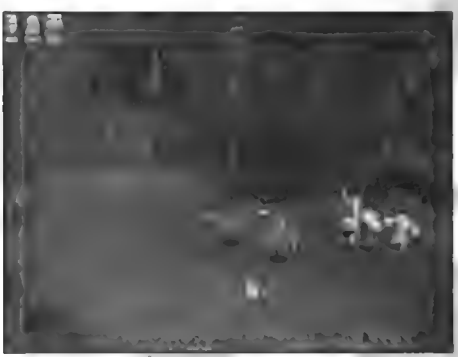


Fig. 7-2. Strike the bell.

Once you enter the barrel, you're entering the sewers, and there are some tough customers down here—giant spiders and man-sized rats. Make sure you have magic equipped before moving forward.

Three giant rats heard you in the barrel and are waiting to attack. Take them out and then pick up the mace they drop.

Strike the hanging bell with an arrow and then re-equip once the sewer gate opens, because rat archers open fire on you from the gate and rat soldiers rush in from the right. Once you recharge your magic, exit through the gate at the top of the screen.

You step into a room with shoddy scaffolding. There are some rat soldiers in here on the right. Almost as soon as you open fire on them, reinforcements run in from the left. Take them out and exit to the upper right.

When you step into this room with a smoking pit, giant red spiders come out of the woodwork. Just when you think you've finished all of them off, more pop up. When you do finish them off, heal, recharge, and exit through the top of the screen.

Empty cells line one wall of the next room, and a sewer channel courses beneath a bridge. Rat archers wait at the right side of the screen and there are a few rat soldiers, but you should be able to finish them off quickly.

The sewer channel is an even more prominent feature on the next screen, which swarms with giant spiders, rat soldiers, and rat archers. Take out as many as you can with magic, then draw your weapons and wade in to kill them the old-fashioned way. Exit to the right.

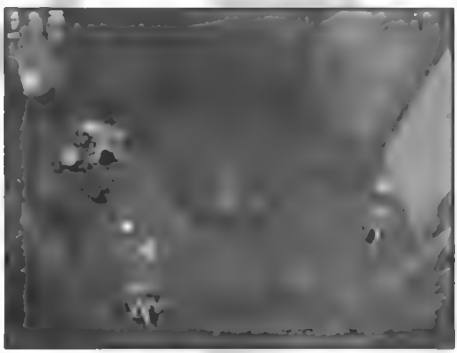


Fig. 7-3. Giant spiders!

You come upon a room with a giant round door set into the floor. You have little time to consider its function because once you finish the rats and gather the cheese they drop, giant spiders flood into the room. Take them out, recharge your energy, and exit to the left.

A hulking piece of machinery dominates the room. It still opens and shuts the sluice gate—all it needs is a valve spanner. Right now, though, you need to worry about the rats running at you, the spiders rushing from behind, and the spiders climbing up the stairs. If you're firing on something running up the stairs at you, be sure to get to the edge of the stairs or you won't be able to hit them.

Fig. 7-4. A giant manhole cover?

When your enemies are vaporized, heal, recharge, and exit the room to the right.

You reach a room with a spiral staircase. Archers await in the balconies, blast them and then deal with the rats that drop on you and the giant spiders that charge forward.

Recharge and exit via the spiral staircase.

Some careless rat has left the valve spanner out in the open. The only problem is that it's on the far left side and the place is crawling with enemies. Archers appear on the upper ledges, and it can be difficult to find the proper angle to shoot them from. While they're raining arrows on you,

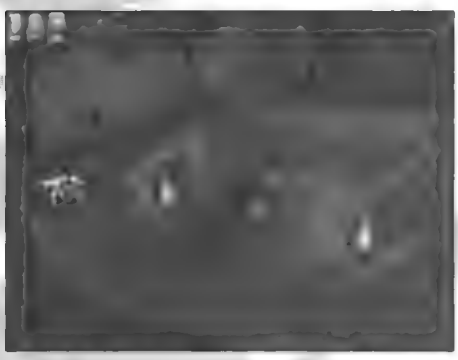


Fig. 7-5. This mechanism needs a valve spinner.

rat soldiers and spiders rush in to make things even more challenging. If you have any of Dr. Buzuki's gas vials or explosive vials, you might need to break them out. And, by all means, activate your golem scroll and send him to bash your enemies.

When you're all healed, return with your valve spanner to the room with the sluice gate. Once you're there, click on the rear portion of the machinery and water pours in from above. This drains Lower Rain and enables you to enter the barracks and, through them, Chains.

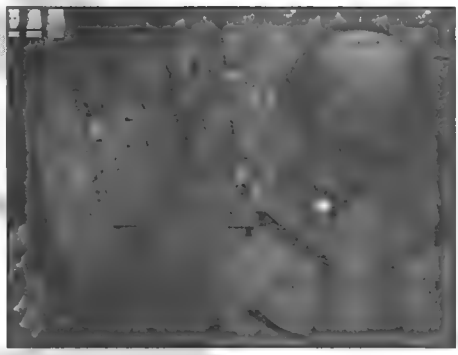


Fig. 7-6.
Retrieving the valve spanner. Note the circular exit at the top of the screen and the archers on the left.

INTERLUDE IN METALON

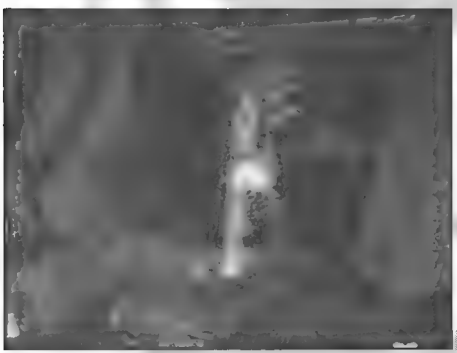


Fig. 7-7. Opening the sluice gate.

Objectives

- Learn that Khan waits in the barracks
- Watch the argument between Silver and Glass

Silver is furious that the rebels have continued to outwit his elite forces. Having learned of the intended prison break from the rebel traitor, he sends his minion Khan to await you in the barracks. Silver then questions Glass about the orb in her possession, and when she confesses she's not certain about its safety, he blasts her! Glass nearly retaliates, then storms away.

THE BARRACKS

Objectives

- Kill the rat god
- Get the ring of invisibility
- Kill Khan
- Find the entrance to Chains

Fig. 7-8. Silver blasts Glass.

Back at the sluice gate, your heroes know nothing about Silver's plans. Return to the spiral staircase and exit to the right.

You're too late to save the pirates on the left of the screen, but you can avenge them—even blood-thirsty pirates deserve better than death at the hands of giant rats. You're in for a long battle—each time you think you've exhausted the enemies, more race in from the right or charge up the stairs. Watch your health bars and switch to cold steel if you must. Heal, recharge, and save the game with the Chronicler. Equip Chiaro with earth magic, the only magic that seems to have any effect on the rat god, and arm Jug and David with shields and maces.

Save the game, then head down into the red maw of the cave.

The Rat God

Two rat soldiers bow before the door of the rat god's lair, and their prayers are answered, for he soon stomps out to give you battle. As soon as you can, select the golem, which promptly walks forward to whomp on the rat god.

As your golem bashes, have Chiaro lash the rat god with earth magic while David and Jug hammer it with weapons, switching back and forth between special moves. The rat god falls dead, leaving you the acid orb. Snag it and save with

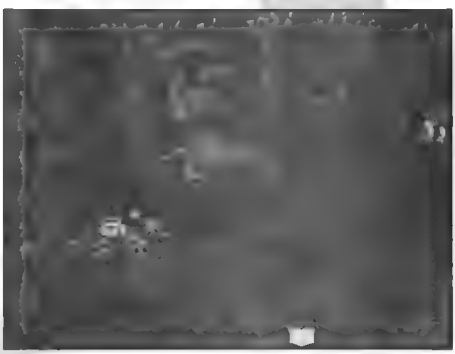


Fig. 7-9. The statue of the rat god.

the Chronicler. Oh, and congratulations: your heroes just went up another level.

Exit from the top and you arrive on the street where you fought the werewolf in Lower Rain. Return to the screen where you first saw the raftsman by exiting werewolf street to the right and then exiting the screen with the creepy sun sign to the left.

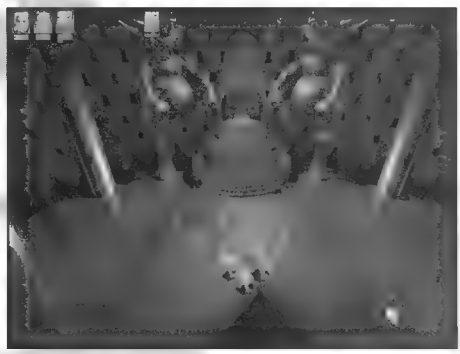


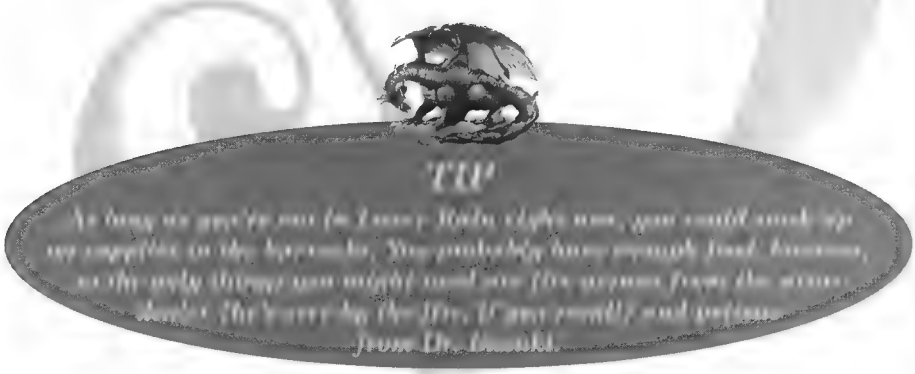
Fig. 7-10. The rat god arrives.

Khan

The raftsman's screen may no longer be flooded with water, but it's flooded with Khan's men. Take down the ones that wait on the screen, then move right to deal with the archers and the other guards that attack. Afterward, be sure to snag the snazzy shields they dropped, which protect you for double the amount of points the steel shields do. Heal, recharge, and exit to the right.

You come to Thaddeus' Tower, and there's a chest there for you to open. Inside is the firebow, some fire arrows, and some cheese. Take them and pull up your map.

Select the barracks. When you arrive, exit to the right, go outside, and select the amulet of seeing. Now open the chest. It has fire arrows. Take them!



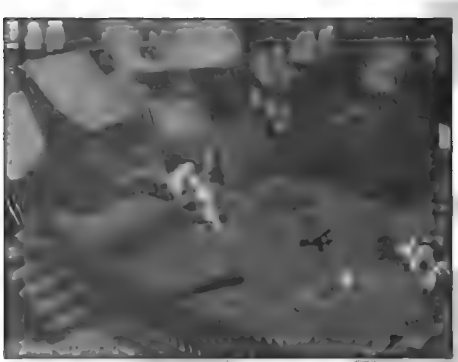


Fig. 7-11. The water has drained away.

Grab the fire arrows, pull up the map, and return to Thaddeus' Tower. From there, return to the screen where you just fought the guards and exit through the hole in the wall at the top of the screen on the far right.

You pass an old quarry where the heads of immense statues frown out of the mud. Don't worry; none of them rise from the muck to fight you. Exit to the right.

Once you reach the entry to the barracks, you meet some opposition. Guards run in from the screen bottom. Take them out and exit at the top of the screen.

You arrive in the barrack bunk room, and guards run in from the top and bottom of the screen as soon as you near the middle of the screen. Deal with them, then recharge while you open the left chest—don't bother opening the chest on the right, because it's a monster. The only treasure it carries is its wooden shield, and you really don't need one of those. Exit to the bottom of the screen.

A corridor stretches to the left before you. Immense statues of soldiers stand beside burning torches. Guards rush in from each exit. Finish them, heal, recharge, and exit at the top of the screen.

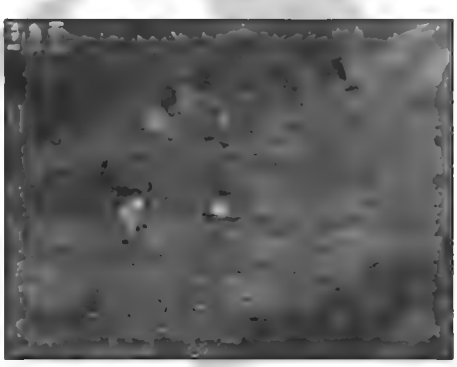


Fig. 7-12. The bridge outside the barracks hides a secret chest containing fire arrows.

Fig. 7-13. The barracks bunk room

Kahn, one of Silver's lieutenants, waits on the next screen with a force of guards. He sounds menacing, but by this time you can stand back and pound him and the guards with magic and not worry about getting hurt too much. Once they're all vanquished, scoop up that dragon shield, which protects you for 800 points, and grab that saw-edged bastard sword.

Pick up the rest of the goods, recharge, and exit to the right.

TIP
Now your enemies have so many health points that the fire wand and lightning staff aren't as effective as they used to be. Although you can sometimes use them to whip when you first enter a room, it may be better from this point forward to select (as the necromancer here, arm him with weapons and have him wade in to battle, while David blasts with wind magic level 3 and Valeria blasts with ice magic or earth magic level 3. Let the heroes use dispersal magic wands, too, as they're
Hailing this way.

You reach a corridor terminated with another creepy sun sign. Guards wait for you and drop down from the windows on left and right. Vanish them and exit through the screen bottom.

A few guards loiter on the stairs in the next scene. Get rid of them and climb the stairs to exit.

Fig. 7-14. The battle with Khan.

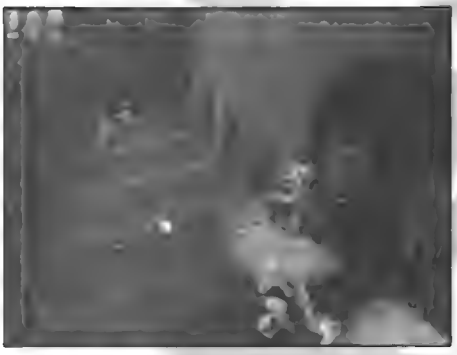


Fig. 7-15. The parapet stairs.

At the top of the stairs, a strange little green fellow is dancing on the guard tower. David approaches to tell him he may attract unwanted attention to himself that way, and he laughs and fires at you, then disappears. Don't try to chase him—instead, blast at his nearly invisible location with your magic and he drops some gold and a ring of invisibility before running off, laughing. A strange fellow, Gonch. Snag the gold and the ring, return to the parapet stairs, and open the doors. Fortunately, you still have the barracks key you found in Glass' palace.

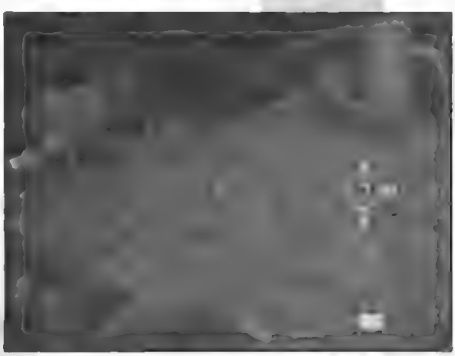


Fig. 7-16. Gonch dances on the parapet.

NOTE: **Your amulet of seeing can't help you detect Gonch either. Your best bet is to blast his general direction with lightning or acid magic.**

After you open the door, why not have Jug try on the invisibility ring. As soon as it activates, walk through the door.

On the other side of the room is a courtyard that seems to have a face in it (it's actually the reflection from a statue above). More importantly, this room has a lot of guards. Take them out with magic and your invisible Jug, then exit through the gate to the top of the screen. (You may even want to activate your golem to help bash things in this room—there are a lot of guards.)

You step out onto a platform high above Rain, and face off against more guards, including some nasty lizards in purple armor. They're far tougher to kill than most of the grunts you've encountered so far, but you have a golem, an invisible Jug, and lots of magic, so you should incinerate them. When you've done so, the Chronicler appears. Recharge, heal, snag the goodies, then save the game. You're ready to enter Chaim and free the Duke!

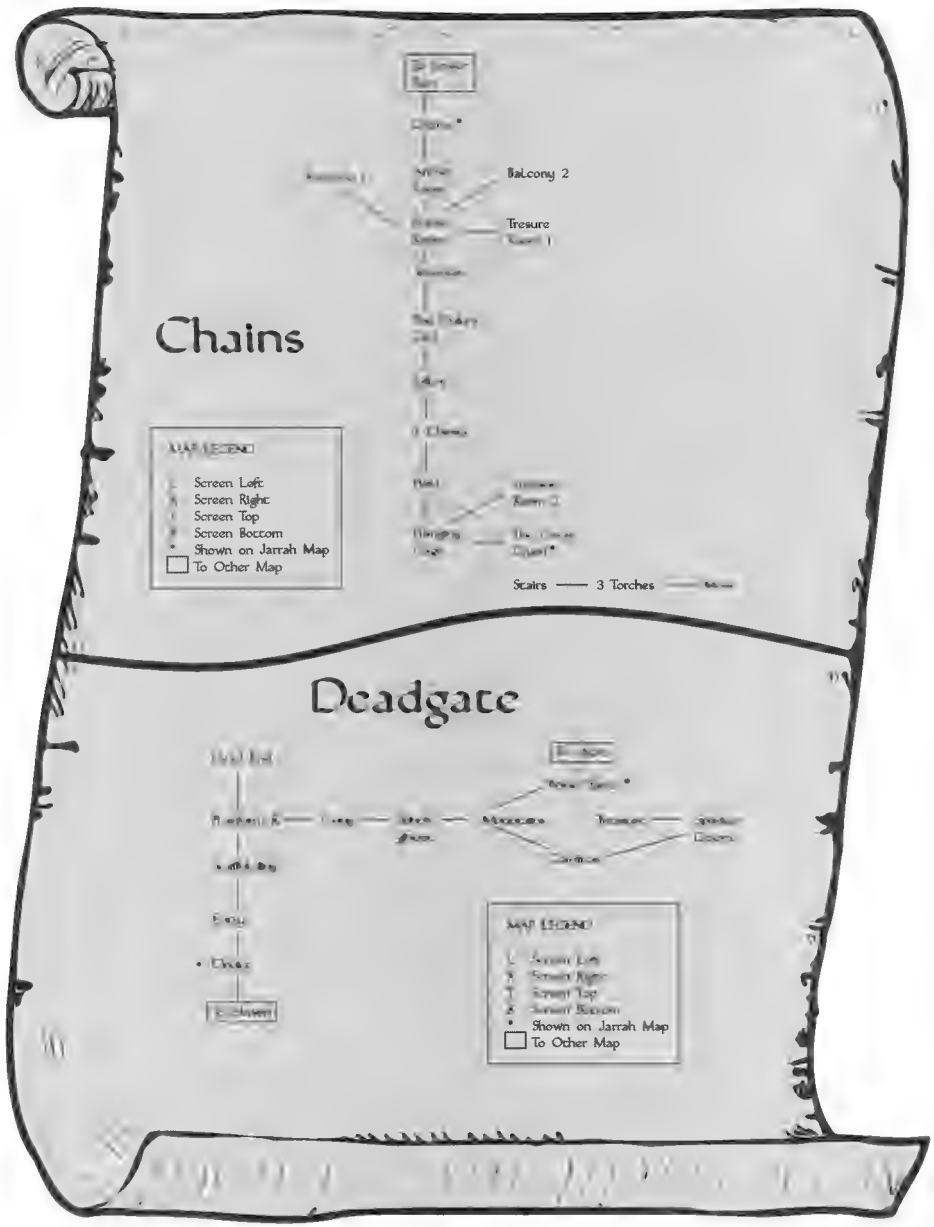
Fig. 7-17. Invisible Jug's not there, over to the left of Chiaro.

Chapter 8
CHAINS

INTO THE DUNGEONS

Objectives

- Get Jeremiah's key
- Speak with the Duke
- Kill Vigo
- Get the warden's key
- Give Mose the teddy bear
- Free the Duke


Chains
Balcony 2
Tresure
Screen Left
Screen Right
Screen Top
Screen Bottom
Shown on Jarrah Map
To Other Map
Stairs
3 Torches
Deadgate
Screen Left
Screen Right
Screen Top
Screen Bottom
Shown on Jarrah Map
To Other Map

Fuge has contracted with killer lizards to guard Chains, the prison of Rain. These aren't your friendly neighborhood lizards (though some wear purple), and they don't hide under rocks—they're killers, and they await in vast numbers inside the prison. You need every trick you've learned to get through this mess, and Fuge is waiting near the end, so you need to conserve your potions.

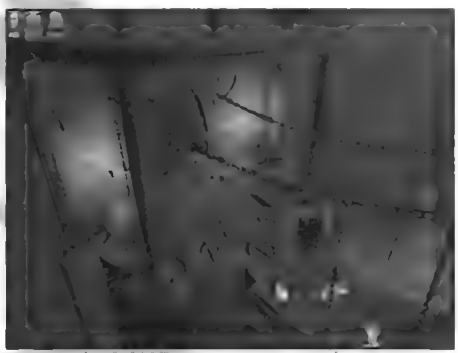


Fig. 8-1. Purple-armored lizards bar the entry.

The entryway is the easiest section of this dungeon. Charge in with magic blazing and take down the two guards. Switch Jug to the firebow, then exit through the doors. Once you arrive at the entrance hall, you face more of a challenge. Archer lizards line the long balcony, and you must dodge from one side to the other, blasting with magic and arrows while under assault from arrows on one side of the hall or the other. The archers each have lots of health points and are good shots besides. To complicate matters, little green lizards run in to harass you. Set Jug to fight them off while Chiaro and David use magic or throwing weapons to kill the archers.

NOTE: **Those chests you see on the balconies can't be accessed until you get to the next screen.**

Recharge and heal before leaving through the bottom—you need to be in top form. Before you go, set Chiaro with ice magic at 2, David with acid magic at 1, and slip the invisibility ring on Jug. Select all heroes, with Jug as the primary hero.

Little green lizards are warming their hands around a brazier, and they run over to smack you the moment you enter. They aren't so harmful one to one, but in a group they're a real handful. Wait until they come close and then use area magic (by having the spellcaster point at himself). Archer

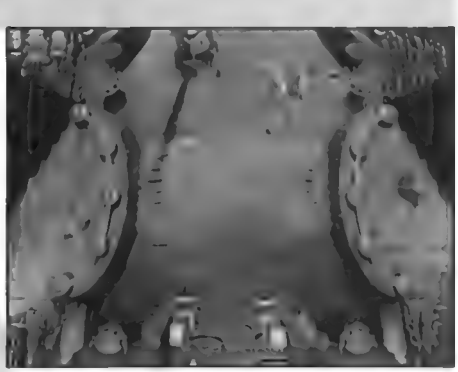


Fig. 8-2. Archers line the balconies, and you're the target.

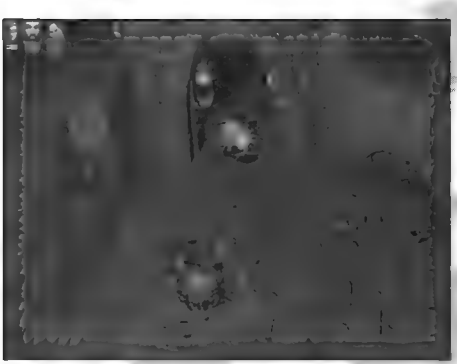


Fig. 8-3. Little green lizards frolic in the brazier room.

lizards run in from the left and right balconies, so you need to charge up to the left or right balcony as soon as you enter and be waiting for one of them. Take down the first lizard, and then you can have two heroes stand back while you fire on the other with your bow or magic. When they're all dead, check out the upper-left and upper-right exits, which take you to the chests you saw in the previous room. Both have food, but the one on left has gold and the one on the right is a chest monster.

Be warned—each time you re-enter the room with the brazier from investigating the chests more little green lizards or other enemies run in.

Return to the brazier room and enter the archway under the stairs on the right. Within is a chest containing more food and gold. Exit back to the brazier room, finish any enemies that await you, then let your magic recharge, check your health, and exit to the upper right.

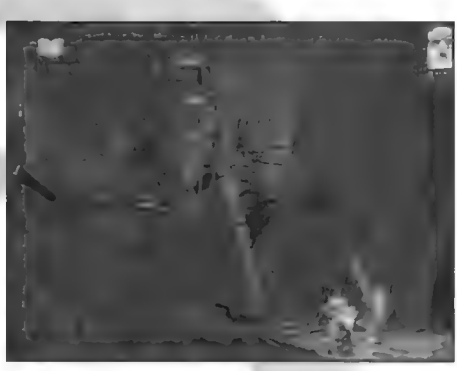


Fig. 8-4. Jeremiah has a key for you. Don't ask where he's been keeping it...

Jeremiah Gunn has been locked in Chains for a long time—so long he's kind of taken a liking to the place. He's a friendly sort, if a little odd, and tosses down a key that he's been hiding. Unfortunately, when he tosses down the key, a big green underwarden scoots down from under the stairs to snag it. You need to target the switch on the other side of the room with a ranged weapon (don't waste magic for this—just re-equip to a catapult).

Leave David on the right side of the bridge and send Chiaro and Jug down to the floor. A few little green lizards run out to fight before the underwarden rushes out. Set Chiaro to blasting

him while Jug uses special moves. Up top, meanwhile, a lizard archer arrives. Use David to fire on him.

Once the underwarden is dead, scoop up Jeremiah's key and check your health—Chiaro and Jug are apt to be a bit battered. Again select Jug as primary, slip the invisibility ring on him, and get ready to use the golem. Exit to the left, under the arch by the stairs.

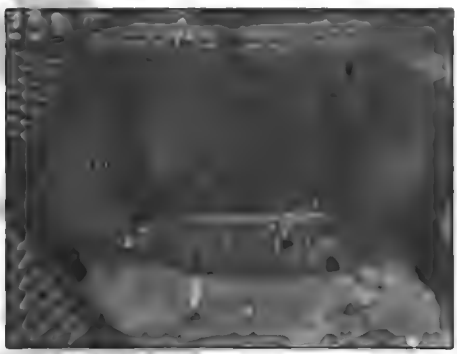
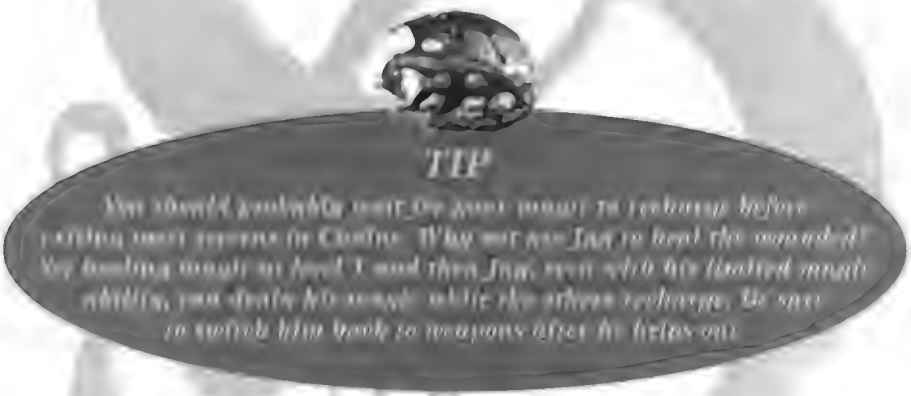


Fig. 8-5. Fighting the underwarden.


TIP
You should probably wait for your magic to recharge before exiting most rooms in Chains. Why not use Jug to heal the wounded? Try healing magic to level 3 and then Jug, even with his limited magic abilities, can drain his magic while the others recharge. Be sure to switch him back to weapons after he heals out.

Once you reach the room with the Duke's cell, you face more guard lizards, and are under fire from archers on the balcony. Take them out, then get ready for the little green dancing lizards that charge in. Another archer is with them. Remember how to stay safe with archers—take cover under the wall next to them, or hide under the bridge if archers are standing at either end of it. Send one hero out to an angle that they can blast the archer with either arrows or magic.

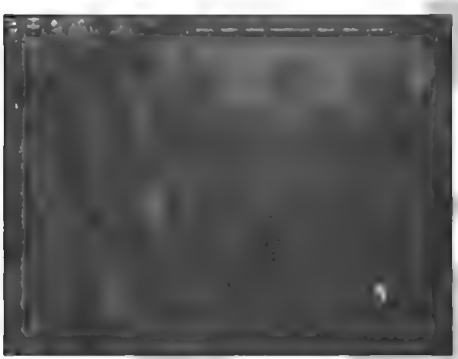


Fig. 8-6. Use the bridge as cover from the archers.

After your enemies are dead, you automatically run over to talk to the Duke. He wonders why you're here to free him, since you have more important matters to attend to, then says you need a key from the warden. This isn't the key you already have from Jeremiah. Heal up, recharge, and get ready for another big fight.

The Duke tells you to be careful as you exit to the top.

Here you find an archer, some little green dancing lizards, a series of pits in the floor, some lizard guards, and a toilet. Yes, a toilet. First hang back at the top and take out the lizard guards, then move to the lower left of the screen and worry about the archer as Jug deals with the little green lizards.

Let your magic recharge, then go over and select the lever beside the toilet. As soon as you activate it, more bad guys come running in—an archer and some bats. Take out the archer from the lower left of the screen, then switch everyone over to steel and do back slashes to take out the bats. Heal, recharge, then move down the stairs that opened when you flushed the toilet. The room at the bottom of the stairs has three chests. Advance a little ways in, and bats and little green lizards attack. Use back slashes on the bats and take out the lizards with area magic. Then activate the golem and send Jug down toward the chests.

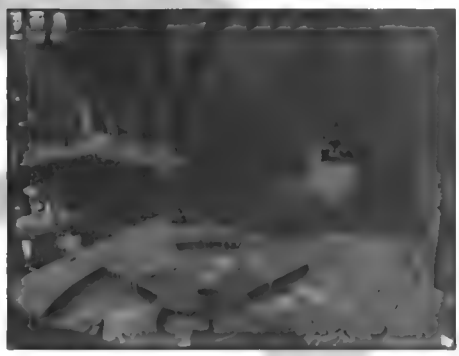


Fig. 8-7. Flushing the toilet opens up the circular stairs.

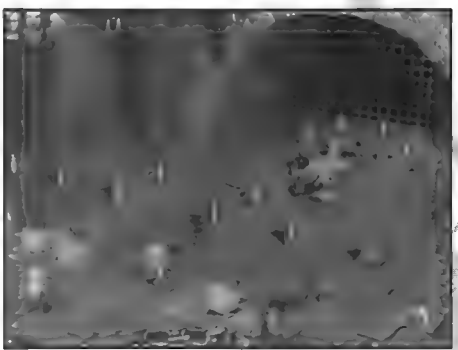


Fig. 8-8. Before you head down to the chests, summon your golem.

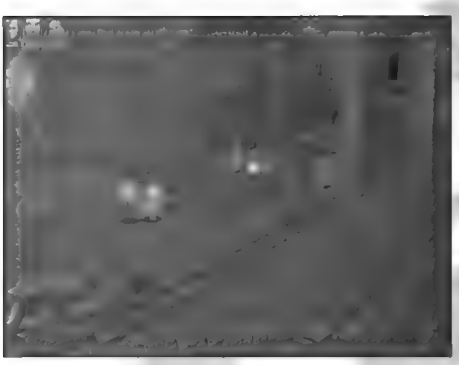


Fig. 8-9. Run to the right so you have a clear shot at the archers.

The moment he hits the bottom, archers run in on the top level. It's a good thing you left the spell casters up top, because between them and the golem you can probably finish off the archers.

The far left chest has bombs. The middle chest tries to attack you, but it has gas cloud vials and a chaos vial. The right chest has regular arrows and fire arrows, which is good because you've probably been using arrows on some of the opposition.

When you're through recharging, your exit's to the right, down some stairs.

Two archers walk down the next hall. Take them down with magic and then move to the right. Little green lizards teleport in. Use area magic or simple steel against them, recharge your magic, then save with the Chronicler, who appears in the upper-left corner of the screen.

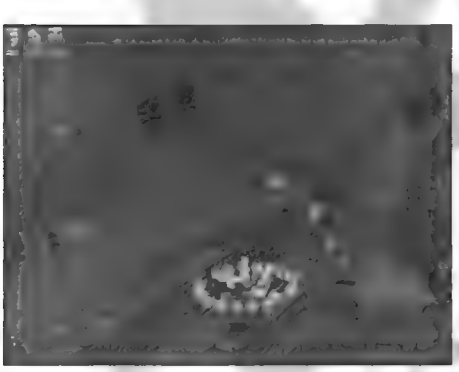


Fig. 8-10. Stay on the stairs so you can reach the archers and the guards.

Exit through the door on the upper right side of the screen.

Three big guards in purple armor stand near the shadow of a hanging cage in the next room. Once you're battling them, in come some archers, and then some bats! As usual, the best way to fight the bats is to let them cluster and then use special moves on them.

Those stairs at the bottom of the screen may look tempting, but you want to exit through the dim arch near the left section of the screen.

A treasure chest sits in the next hall, but as soon as you try to open it, little green lizards pop in and the chest disappears. Deal with them, then try to open the chest when it appears a second time. It's another trick, and you have to fight more little green lizards. Finally, after they're all dead, the chest appears on the right side of the room. This time you can open it, and it's full of potions.

Exit the way you came in, back to the room with those tempting stairs. This time take them down.

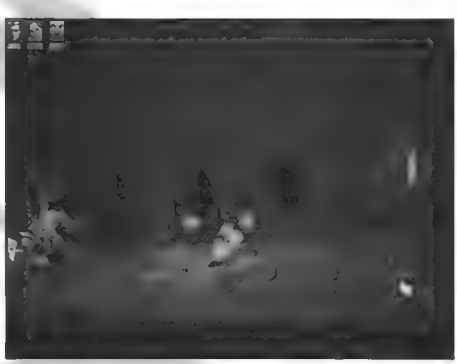


Fig. 8-11. Entering the hall of treasure.

Fuge

Suddenly you're face to face with Fuge! He stuns Chiaro and Jug, then taunts David. Fuge says that he's killed off David's entire bloodline—what's this? David thought his father had been killed fighting bandits, but Fuge reveals that there was only one bandit, himself. Fuge also says that Granddad was obviously too ashamed to tell David the truth.

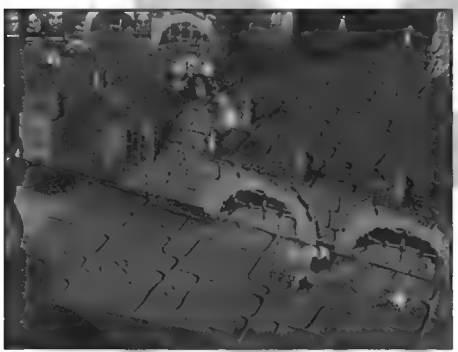


Fig. 8-12. Duck Fuge's lightning bolts on the lower level.

Lightning magic has no effect on Fuge, and he can dodge single magic projectiles, like ice magic 3, and fire magic 1 and 2. If you want to damage him with magic, try earth magic 2 for best results. Don't bother with exploding vials, though gas vials hurt him a little and so do bombs.

Throw everything you have at Fuge right at the start. Go invisible, and send your golem against him. Stand back and hurl fire arrows, bombs, magic, what have you. Once you're visible again, use special moves and throw down gas vials that you've been saving). When you're low on energy, get some distance and select food (or drink health potions). Fuge occasionally blasts you with lightning, so keep your distance or dodge when he readies his magic. Sometimes he teleports to the upper or lower platforms. Don't let him back you into a corner—keep room to maneuver.

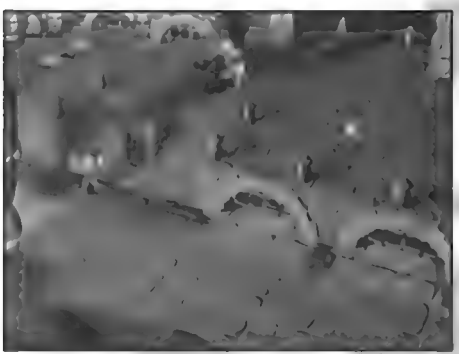


Fig. 8-13. Send in your golem to bash Fuge.

When Fuge is finally down for the count, all the heroes go up another level. Give yourself a pat on the back for avenging David's father and Granddad. Pick up the key Fuge dropped, get his dual knightly swords, get the food behind the bars near the arch on the left, then go have a chat with the Chronicler, who's appeared on the left side of the screen.

Equip Jug with Fuge's dual knightly swords and exit via the upper left arch.

The next room has three flights of stairs, two guards, and two archers. Obviously they weren't expecting anyone to get past Fuge, because they're not very alert. A few bursts of magic can take them down.

As soon as you move down the flight of stairs near the screen bottom, floods of those pesky little green lizards and bats charge in to beat on you. Move to the corridor at the foot of the stairs so they can't completely surround you.

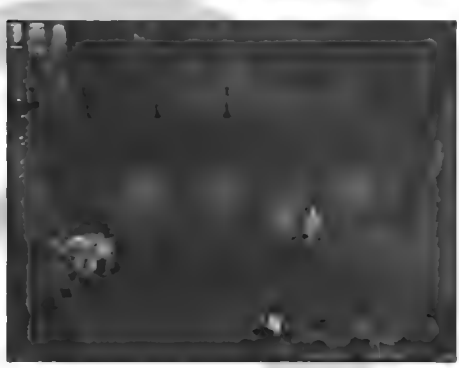


Fig. 8-14. Get the key from the warden.

The exit is at the very bottom, in the middle. Recharge before moving on, because you're in for one last big fight.

In the next room are some purple armored guards and a warden with a club who doesn't offer resistance. Once the warden goes down, bats and archers descend. Finish all of them, scoop up the key the warden dropped, and exit through the little archway in the middle of the screen.

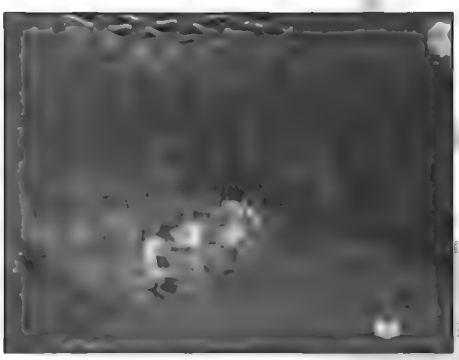


Fig. 8-15. Talk to Moss.

You enter a small room where a large bearded man is locked away. This is Moss, and he's obviously been here a while. He's a little confused and talks of being 10 and having a birthday cake. Remember Edith, the little old lady, and the teddy bear she gave you? Select the teddy bear and your hero will tell Moss about it. Moss then goes running out to find his Mom.

Now head back to the Duke.

Things are strangely quiet on the way back to the Duke's cell—you've apparently killed all the guards!

Once you free the Duke, he says he believes Glass has been observing their plans via a seeing ball—though David suspects a traitor.

Everyone rushes off to confront Glass about her spying.

Fig. 8-16. Free the Duke and Clay.

THE TRAITOR

Objectives

- Learn of Deadgate from Glass
- Buy passage to Deadgate
- Speak with John's ghost
- Get the key from Ganitos
- Get the scroll of revealment from Professor O'Leary's ghost

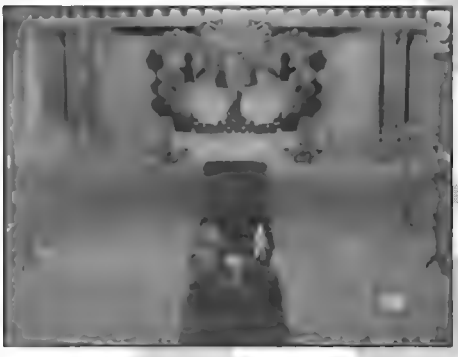


Fig. 8-17. Consult with Glass.

Glass admits that she could've stopped the rebels at any time, but let you be because she hates her father. She's angry because Silver killed her mother.

"If you want your traitor, go to Deadgate," she says, adding that there you can find the tormented souls of all the murdered rebels.

The Duke tells you to head to Verdante harbor and book passage to Deadgate. Glass exits, then Frink runs in requesting that you go see Dr. Buzuki as soon as possible. First, though, save with the Chronicler.

Dr. Buzuki has developed some new potions, along with one called absolute protection that's very useful. Before you buy any, you might want to head to Othias' Tower for more imp gold. Whatever you decide to do, keep 300 gold pieces for yourself, because you'll need that much to buy passage to Deadgate. Now head to Verdante harbor.

Jonah is pacing outside his ship. Walk over to speak with him. He's glad, in a grim pirate way, that the cursed doubloon didn't do you in. He says that if you're crazy enough to go to Deadgate, he wants 300 gold pieces, up front. Good thing you saved 300 and didn't let Jug talk you into buying a bunch of cakes from the food merchant.

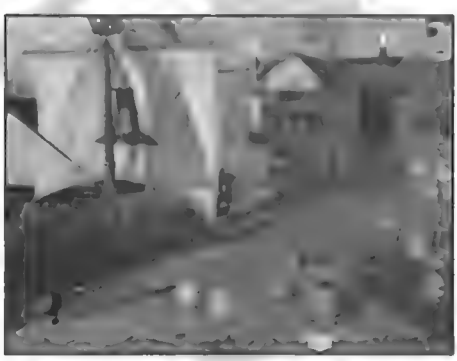


Fig. 8-18. Talk with Jonah.

Jonah captains a fast ship, and before you know it you reach Deadgate. Skeleton warriors await you at the entrance. They're tough fighters, but they have good taste in shields. Pick up the dragon crest shields and the other goodies they drop. The exit is to the lower right of the screen. Take stock of your injuries and recharge before moving on. Have Chiaro and David set with ice and acid magic at level 2.

There are plenty of skeletons on this screen, and they're no amateurs. Blast them with magic while invisible Jug and the golem whomp on them. Make sure you pick up the enchanted purple shield—it has a defense value of 1,600!

The island with the chest and glowing portal looks inviting, but you can't get there from here. Recharge and exit via the cave mouth in the upper right. Don't let the moans and distant

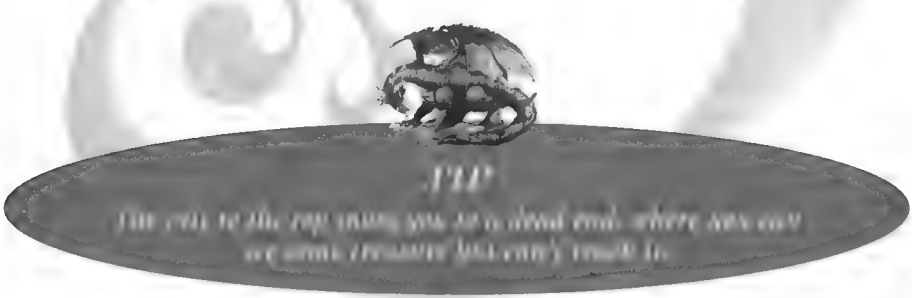
screaming bother you too awfully much.

Some chairs and scaffolding are in the next room. Charge up the stairs, blasting skeletons as you go. The one near the top left is a bomb thrower, so keep your eye on him. Once the skeletons are all down, some bats fly in, but you should know by now that you just keep swiping to get them all.

Fig. 8-19. The entrance to Deadgate.

Fig. 8-20. The bomb thrower waits in the corner.

Walk in blasting before the bomb thrower in the corner can let loose. Scoop up the bombs he drops, as well as his gold, then watch out for the bats, skeleton warriors, and black wraiths that charge in. Finish them, recharge your magic, and exit to the right.



This next screen is a real challenge. There's a skeleton up top hurling bombs, and unless you can blast him before he hits the gong he'll summon black wraiths, more guards, and another bomb thrower before you can blink. You need to dip into your bombs and magic vials to survive here, and afterwards you'll definitely need to recoup health and magic points. Be sure to pick up any goodies you see, then exit to the right.

Fig. 8-21. The gong of doom.

Fig. 8-22. Summon the golem to help against the black wraiths.

Skeleton guards and black wraiths await on the scaffolding in the next area, and you have to pull out all the stops to get through them—special moves, magic, your golem, bombs, exploding vials—everything. Once they're all bested, John appears and relays that William is the traitor!

As soon as John's gone, even more black wraiths appear. Take them on, making sure to watch your health bars, then recharge and exit at the bottom.

You're in for a long protracted battle on this screen, which is dominated by a distant chain of mountains. Skeletons and shadow demons wander freely from one side to the other. Don't forget to monitor everyone's health, and use ranged weapons, bombs, magic, your golem, whatever it takes. When you're finally through with them, recharge and exit to the bottom right.

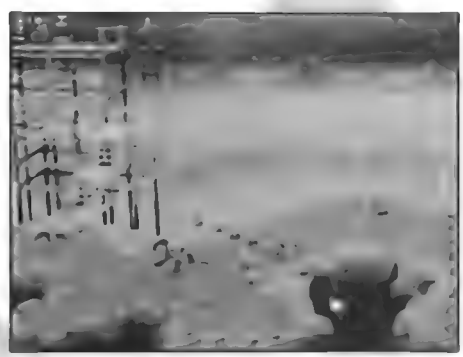


Fig. 8-23. Acid magic works wonders against the skeleton warriors.

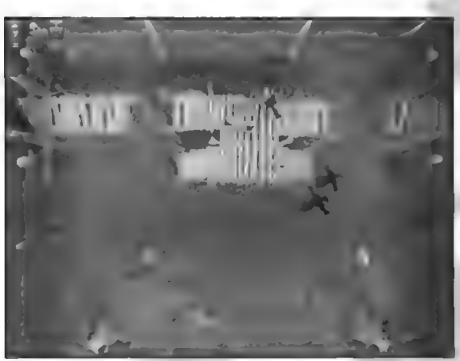


Fig. 8-24. Four exits and a chest wait in this room. Unfortunately, only two of the exits are real, and black wraiths guard the chest.

In the next screen, two shadow thugs are beating up on a ghost named Ganitos. Destroy the them, and Ganitos steps forward to have a talk with you. Ganitos then gives you a key. Pick up the key, then leave the scene through the sparkling portal.

Black wraiths appear the moment you near the chest on the platform. Take them out, then open the chest to get the treasure and exit through the bottom left portal. You can't access the upper right portal, and the upper left portal is the dead end you can reach from near the start of Deadgate.

Once you exit through the left sparkling portal, you arrive back at the island you saw at the Deadgate entry. Now you can open that chest and get the treasure, which includes gold, food, and another bastard sword. When you're through, head back to the screen where you saw Ganitos. You may have to fight a few skeletons here. Finish them and exit to the bottom. You arrive back at the scene with the mountains. Take out any enemies left here, then exit to the upper right.

You reach a screen with a glowing portal, guarded by skeletons. Take them out with your magic, and watch out for the skeleton reinforcements that teleport in—including two bomb throwers. Once they're all vanquished, talk to Professor O'Leary, a ghost that appears. He tells you that he was on a dig in outer Haven and found an orb there. Unfortunately, the population of outer Haven's been transformed into hideous monsters by a plague. Their leader created an illusion blocking access to the land where the dig was under way, but Professor O'Leary uncovered a scroll that neutralizes the illusion.

Pick up the scroll he drops, then have a word with the Chronicler. Now ready yourself for a word with the Duke before you head off after the last orbs!

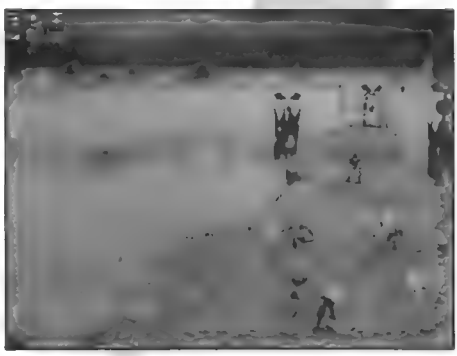


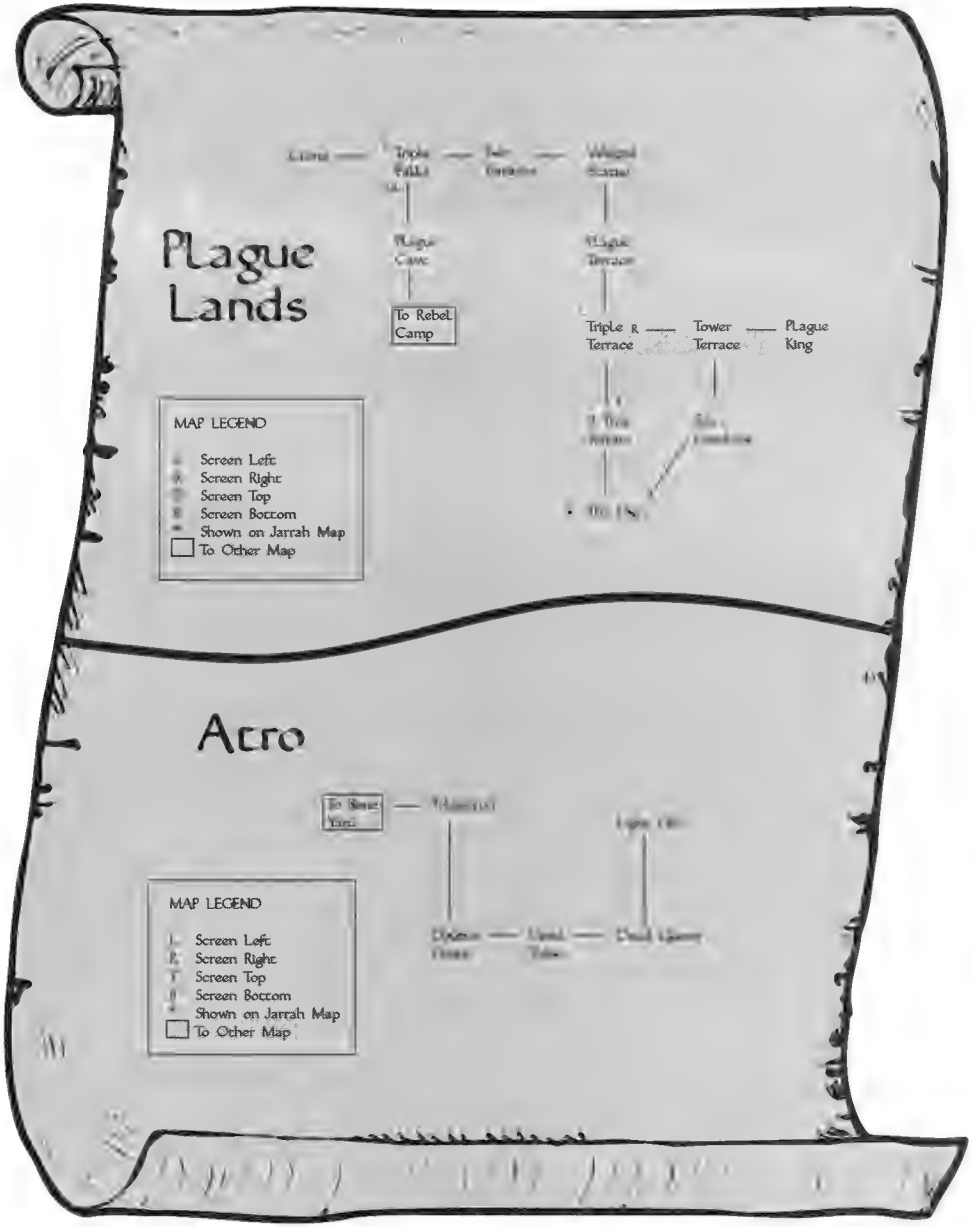
Fig. 8-25. The Bone Yard portal.

Chapter 9
THE FINAL ORBS

THE PLAGUE LANDS

Objectives

- Tell the Duke who the traitor is
- Get the ring of resist magic from Edith
- Find the orb of time magic
- Kill the plague king
- Get the golem scrolls
- Get the skull key
- Find the last two special moves


Plague Lands
Triple Falls
To Rebel Camp
Triple Terrace
Tower Terrace
Plague King
MAP LEGEND
Screen Left
Screen Right
Screen Top
Screen Bottom
Shown on Jarrah Map
To Other Map
Acro
MAP LEGEND
Screen Left
Screen Right
Screen Top
Screen Bottom
Shown on Jarrah Map
To Other Map

It's time to head back to the rebel base. Select the map and make it happen. When you return, you tell the Duke about William. No one's sure why William would betray them, but the Duke vows that he'll answer for his crimes. Ben shows you a new move, the Berserker.

You can see Moss talking with his mother, Edith. Go have a word with her. She gives you one of her few possessions, the ring of resist magic!

Have a final word with the Duke. When you're through chatting with everyone, you need to leave by an exit previously blocked to you, up in the rocks near the upper region of the rebel camp.

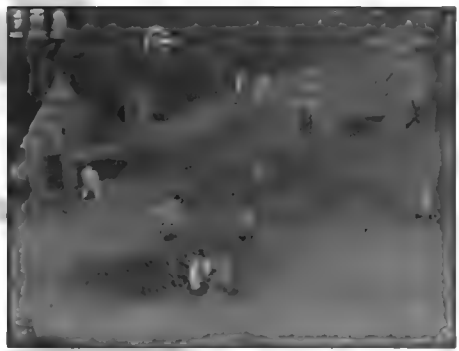


Fig. 9-1. The hidden exit.

Equip someone with a bow, and exit as shown in the figure.

A bear waits in the next screen, and you should shoot him before he attacks you, because he's in an ornery mood. Exit to the right.

Fig. 9-2. Concealed stairs become visible.

As soon as you enter an area with three lovely waterfalls, the hero you have selected runs over to use the scroll given you by Professor O'Leary, and stairs appear. They look tempting, but first take the exit to the bottom left.

You come to a lovely seaside view with a crane. Unfortunately, some thugs wait for you here, and the one on the top platform has throwing knives. Take all of them on, then open the chest to snag the arrows and bow. Return to the screen with the triple falls, and this time take the stairs that appeared.

Don't be lulled into false security by the idyllic surroundings. The next monsters, distorted from human beings into twisted behemoths, pack a wallop. First you face a cyclops, and you shouldn't waste all your magical strength against him. Blast him with one of your mages, then wait for three plague monsters to materialize. Bad news, this is the first of three or four waves of these guys! Stay to the lower terrace—the first two waves appear on the first terrace, and the

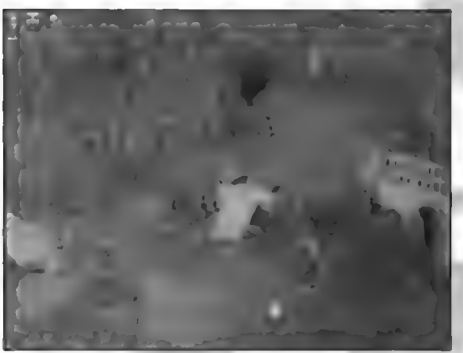


Fig. 9-3. The plague lands are lovely, but not their inhabitants.

others don't seem to attack until you move to the upper terrace. Take time between the second and third wave to heal and recharge. And watch your step, because some of the monsters fire earth magic! You might want to put the ring of resist magic on one of your characters and try it out.

When the monsters are all dead and you're recharged, exit to the right. Be ready for another battle!

You arrive at another area with beautiful landscaping, dominated this time by a lovely fountain. Two more waves of bad guys rush in to fight you.

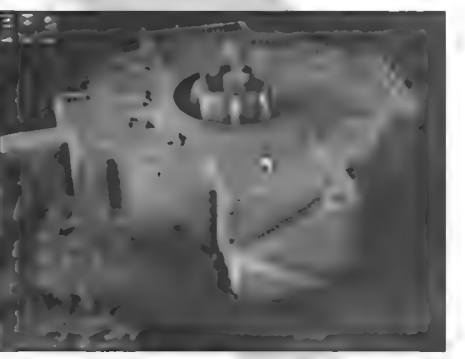


Fig. 9-4. At least the plague monsters haven't spoiled the landscaping.

Descend the stairs at the bottom into a grassy field, where a chest appears, along with two more cylopes (another chest appears near the fountain—don't miss it). They're hardy, but by now you're an experienced enough warrior that you know how to take them out. As soon as the cyclopes are gone, a Chronicler appears. Make sure you don't forget to dig in the chests for some spell orbs and bombs. Once you recharge, heal, and save, head to the bottom exit.

You arrive at an overlook with a single terrace and three monsters. As soon as you finish them, three more drop in. Take the high ground and run for the stairs—you may even want to equip Jug with the fire wand, ice wand, or lightning staff so that all three heroes can fight the plague monsters from a distance.

A chest appears once they're all gone, but take a breather and heal before you open it, because more monsters drop in as soon as you do. Finish them off, open up both chests (for another one appears when the monsters die), heal, and recharge again, then exit through the top.

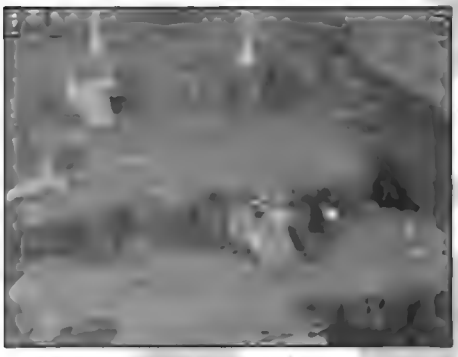


Fig. 9-5. Battle on the triple terraces.

If you thought the last screen was challenging, wait until you get to the three terraces. The view is beautiful, and the monsters are deadly. They just keep coming, and the later waves carry fire-bows! Pull out all the stops, unleash your golem, and don't forget to watch your health bars. When you finally recharge and heal, make sure you have your best special moves selected and exit to the bottom of the screen.

There are monsters on the three-tree terrace, but they're waiting to attack until you open the chest—which is a monster itself! Arm everyone with distance weapons, magic, bombs, fire arrows, or whatever you have, and get ready to fight. The plague monsters spread out to launch arrows and earth magic, so keep those distance attacks going at them. Exit to the bottom left.

Fig. 9-6. The time orb.

There are no enemies on the next screen—only a chest containing some money, a rusted key, and the time orb! Scoop them up, check your health, and exit to the top of the screen.

You arrive at a lovely sea overlook. All you face here are a few monsters and bears—nothing like the last few screens. Don't forget the potion in the lower level of the tower to the right. You can see it spinning if you scroll the screen over. Recharge and leave to the left.

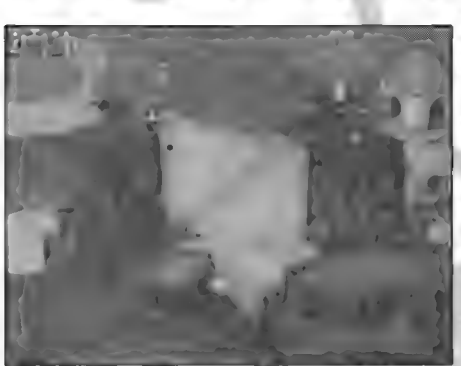


Fig. 9-7. Don't let the plague monsters separate you.

Once more the monsters come on fast and furious. Keep a close watch on those health points, and don't let the ones at a distance keep you down. It'd be a shame to have to backtrack after getting the time orb. Once you're through, re-equip

and recharge. Head over the bridge at the bottom right. A chest appears as you descend the stairs toward the exit. Snag the goodies in it and go.

The Plague King

The next battle is one of your most complicated ones yet! You'll be up against the plague king and his minions, and for a good portion of the battle, they'll all be on top of you. Go on with magic set as usual and fight the first three monsters that attack. When the music changes, a new monster appears—the plague king. Switch David to time magic at the highest level you can, and blast the king with it. Then switch David to weapons and have him defend Chiaro as Chiaro blasts the plague king with lightning.

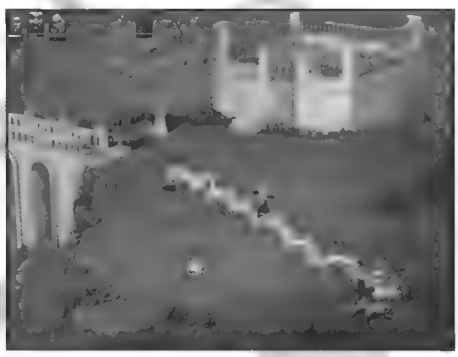


Fig. 9-8. Lightning works wonders against the plague king, and so does steel in the hands of the mighty Jug.

Jug, meanwhile, should be sent against the plague king to attack with special move after special move. Put your golem, invisibility ring, and ring of resist magic all to good use. (You can also switch off to David with lightning magic if Chiaro needs time to regenerate.)

Fortunately, if you don't have magic potions to quaff to restore your magic ability, spell orbs continually appear. Don't forget to bolster up with some armor potions or absolute protection potions. Near the end, when the other enemies are gone, switch back and forth with David and Jug doing special moves against the plague king. When the battle's complete, you'll see an iron key, and the heroes all go up a level.

Use the key to open the gate at the top of the screen. The Chronicler appears, but go ahead and open the chest first—then bash it when it tries to attack you. In its shattered remnants you can find a level 2 summon golem spell, a skull key, and a few other goodies. Now go chat with the Chronicler. Select the map and head back to the library of Gno.

The Last Special Moves

Remember those big double doors in the library that you couldn't open? Well, now you have the key to them. Walk toward the doors and they open before you. Exit through them, and you can finally access that chest you saw near the start of the game to find a third scroll of golem

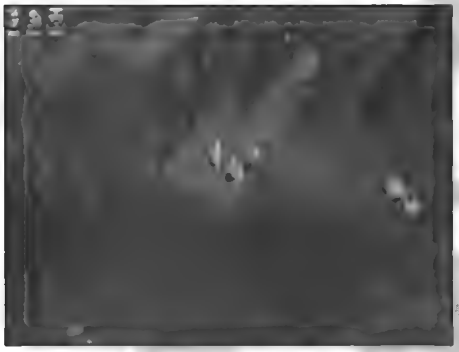


Fig. 9-9. At last, you can open the chest in the library!

summoning, giving your golem even more power. The chest also contains the Hurricane special attack. Take them both, then select the map to go the sewers in Rain.

Once you select the sewers, you appear near the sluice gate, and there are rats and archers running loose. Take them out, go to the spiral staircase room, and exit via the spiral staircase to the room where you found the valve spanner—it has a circular door at the top. Exit through the circular door.

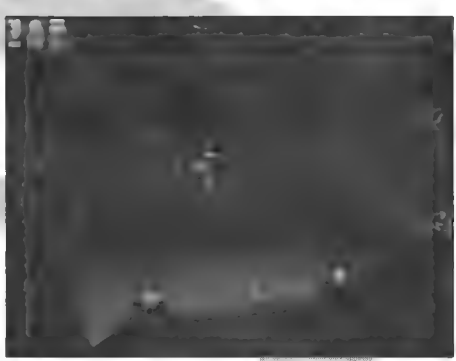


Fig. 9-10. Archers wait on the other side of the circular door.

Rat guards and archers wait on the other side of the door, and because of the angle they're almost impossible to strike from the middle of the screen. Run to the left to strike down the archer on the right, then to the right to shoot the archer on the left. Eliminate the rest of the guards, then exit to the bottom of the screen.

Fig. 9-11. The chest with the last special move—the Armageddon.

There are more rats waiting on the stairs in the next screen, and more archers. Take them out. At the very bottom of the screen is a rusted gate. As you're the proud owner of a rusted key, why not open it and walk on through?

You see a chest waiting for you. When you approach, three giant rat guards materialize. Take them out quickly. They'll leave you some roast rat. Open the chest to find the Armageddon special.

When you do, a horde of giant red spiders rushes down the stairs to investigate all the noise. Equip the new move and try it out on them. It's pretty amazing and is very handy in the battles to come.

Now you can either explore the two rooms in the sewers you haven't seen, or pull up the map and head to Spires. Either way, you want to head to Spires. If you want to see the last two rooms, exit the gate room. There are probably more rat archers and spiders waiting for you, but they really aren't much challenge now. Exit to the left.

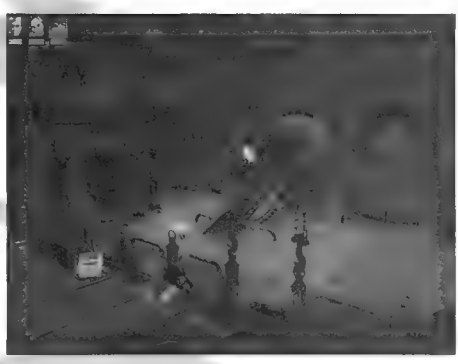


Fig. 9-12. The lycanthrope necklace in action.

You arrive at the top of two arches, and a magic orb hangs nearby. The moment you go to pick it up, spiders and rats rush you. To the left of this room is a neat little chamber with some rusting buoys floating in a sewer channel, and you face off against rats and spiders in here, too. Once you defeat them in both rooms, all you end up with is some food. So, it's probably not worth your trouble at this point, except the graphics, as usual, are very nice.

When you return to Spires, you step out of the airlock and can open the chest you couldn't open before. Inside is a bag of gold and a necklace called the lycanthrope. If you activate it, whoever is wearing it turns into a werewolf! When your hero reverts to human form, all his health points are restored, regardless of where they were before. However, you do have to re-equip everything, even special moves.

Pull up the map and head back to the Oracle to pick up a few potions. You should get some healing and magic potions and enchanted armor. Once you've stocked up with as many as you want (you may need to head back for some imp gold) journey back to the Bone Yard. You're on your way to Atro for the final sphere, and you're in for a strange journey—perhaps the strangest on your whole quest.

ATRO

Objectives

- Defeat the dead queen
- Get the orb of light magic

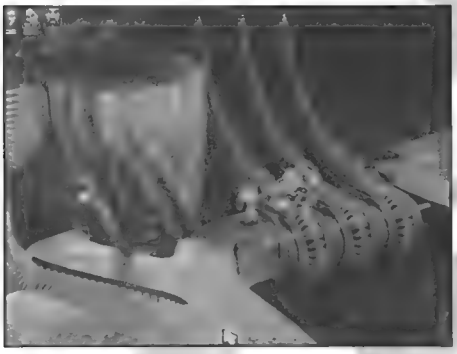


Fig. 9-13. The teleporters in the otherworldly realm of Atro.

The Bone Yard is where you talked to the ghost of Professor O'Leary. Now that you have the skull key, you can head through that shimmering gate. Before going, though, you should equip yourselves with the amulet of seeing and check your magic charges, because you're in for a fight. Arm one of your spell casters with lightning magic, which seems to work well against the beholders in Atro.

Because you teleported in wearing the amulet of seeing you can detect the beholders, which are hideous floating monsters with multiple eyeballs. Three beholders pop in to greet you; two red and one purple. Blast them to kingdom come and exit to the bottom of the screen.

You come to a room with two exits through giant skulls, which open to receive you. Both open to the same place. Equip your amulet of seeing and go through.

Again, you face off against two red beholders and one purple one. Your magic should take them down quickly. The purple eyeball is up on a ledge at the top right, accessible only from the teleporter beside the cliff. You may not be able to harm it until you teleport up, but it probably won't harm you if you blast it as soon as you appear. Exit through the door on the upper right.

The Dead Queen

The dead queen waits at the very top of the next room. Spread out and charge up. Once you get close enough, activate your golem spell to keep her occupied while you blast her with acid, earth, lightning, or ice magic. (As usual, you can get more shots off with level 2.) She dodges fire easily, and the time orb doesn't slow her down. Once all your magic blasts are used up, it's time to start alternating special moves. That new Armageddon attack packs a wallop. If you've stocked up on healing potions and invulnerability potions and keep a close watch on everyone's health, you should be able to get through here just fine.

Fig. 9-14. The dead queen.

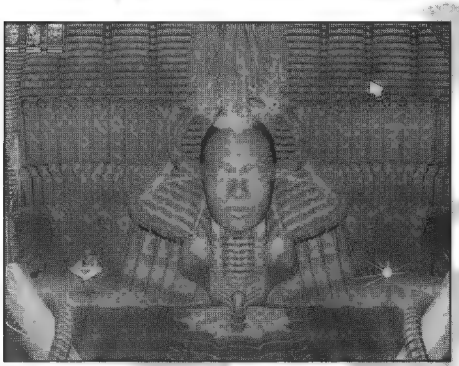


Fig. 9-15. The orb of light magic.

Once she's defeated, everyone goes up a level, gets full health back, and can exit through the opening in the top. Go on through.

The Chronicler and the orb of light magic await you in the next room. Use the right teleporter to get the light orb, then teleport back down and use the left teleporter to save the game with the Chronicler. You have the final orb, and its almost time to face Silver!

Chapter 10
SILVER

FINAL PREPARATIONS

Objectives

- Locate the invisible chest.
- Get your rough to level 7.

Fig. 10-1: A hidden chest in the swamp.

Metalon
Rend the Robot
To Palace Gates
Boar Robot
Teleporter
Analectis 3
Analectus 2
Stair Exit
Blood River 2
L-Shaped Room
Blood River 1
Metal Arch
OverLook
Analectus 1
Robot
Boar Head Gate
Boar Head Hall
Treasure Chest
Teleport Bay
Silver's Palace
Silver
Last Defense
Gyroscope
Battle Room
Potion Room
Curving Corridor
Stairs
Oberius
Hellcat
Octagon
Hallway
Palace Gates
MAP LEGEND

At long last you've located the eight magical orbs, and you're ready to move against Silver. Before you leave, you need to make sure you're well stocked with potions and provisions, because there's no return from Metalon. Potions and supplies get pretty expensive, but fortunately there's a faster way to get money than waiting outside Othias' Tower and blasting imps.

There are several locations throughout Jarrah where invisible chests await you, and all contain potions or gold. All you need to do is journey to the following locations and activate your amulet of seeing.

Fig. 10-2. Potions await you in an invisible chest in the ice caves.

Pull up the map and prepare to journey! You may want to refer again to the maps in this book, as the descriptions follow the screen names on the maps pretty closely. Most of the invisible chests are placed within a few screens of points indicated on the map of Jarrah the Duke gave you.

On your way to these screens you may encounter an enemy or two. If you do, be sure to blast them with magic. You want to use magic as much as possible so that you can build time magic up to level 3, if it isn't there already.

Invisible Chests

Map	Sub-area	Description
Verdante	Swamp	Screen with skeleton torches
Verdante	Monastery	Screen with apple cart
Verdante	Monastery	Room where monks practiced
Verdante	Main Map	2nd Floor of Ruben's House (Mill)
Deadgate	N/A	Room with two sparkling doors
Winter	Ice Caves	Room with ice lantern
Gno	Library	Right corner of the observatory
Gno	Caves	Dr. Buzuki's storage room
Rain	N/A	Two-door gate
Rain	N/A	Dead end over by the lantern stairs
Rain	Sewers	Armageddon Chest room

Invisible Chests

Map	Sub-area	Description
Rain	Sewers	Buoy room
Rain	Chains	Treasure room 1
Rain	Chains	The great chain
Spires	N/A	Column entry room
Haven	Plague Lands	The dig

NOTE: **Four chests aren't on this list. If you've been following the walk-through you've already opened two of them—they're located in the Chest Room in Glass' palace, and on the bridge screen in Verdante accessed by exiting the barracks to the right. The other two chests are in Metalon, which still isn't accessible.**

Once you recover all these potions and gold, you're a long way toward the potions you need for the final conflict. But even so, you may want to stock up on imp gold so you can get plenty of potions of absolute protection, magic, and healing.

Be sure to save the game with the Chronicler outside the rebel camp. Then move on to the camp itself.

METALON

Objectives

- Get Glass' glaive
- Journey to Metalon
- Find the Ane Lectus
- Drain the river twice with the Ane Lectus
- Defeat Rend the robot

Fig. 10-3. Glass can only teleport three heroes to Metalon.

When you reach the rebel camp, you tell the Duke that you've recovered all eight orbs. He asks if you're ready to proceed on to Metalon. If you've already made your preparations, you may be ready. If not, check no and go get more potions and food. If you're ready, hit the checkmark. Glass appears during your talk with the Duke, and offers to help. She can transport a small number of rebels to Metalon, but they'll have to make the journey to the palace on foot. She tells your heroes that by draining the blood in Metalon it'll be possible to injure Silver.

Glass says to choose your companions quickly, and you are offered one last chance to select heroes other than Jug and Chiaro. Keep them selected and hit the checkmark. Glass gives you her glaive, and then all your heroes run into the teleport rings. Next stop: Metalon

TIP

Glass' glaive is an interesting little weapon. When thrown, it hits and then the pointy bit sits on that one of the other enemies on the map. As an added bonus, it always returns to the hero who threw it! It makes a great weapon for spellcasters to equip while they're waiting for mana to recharge, and can be used in conjunction with a shield.

The moment you teleport in to Metalon, you face off against Silver's elite guard force. Once you finish off the four on screen, more teleport in. They're a tough bunch. When you finish the fight, take stock of your heroes, be sure to heal and recharge, and have a talk with the Chronicler, who appears on the left. Exit to the bottom of the screen.

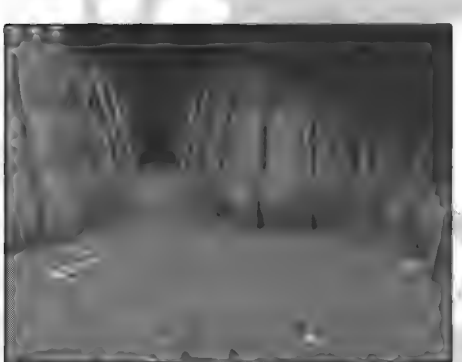


Fig. 10-4. As soon as you approach the chest, elite guards teleport in.

There's a chest in this screen, and it really is full of goodies, but when you get close to it, three waves of Silver's elite guards pour in. Switch between magics and special moves and you should be able to handle them. Then heal and recharge, and exit through the gate to the top.

TIP
If you split through all your special moves during
a fight, make sure you recharge your special moves
before heading to space!

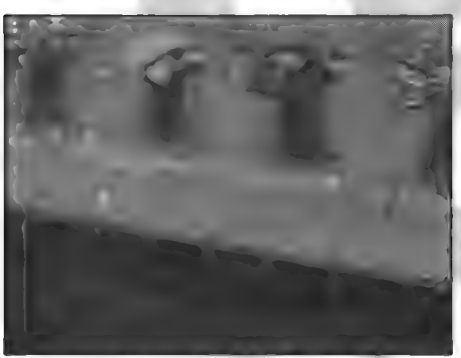


Fig. 10-5. Steel boar heads line the corridor.

You come to a corridor lined with steel boar heads. Two archers lie in wait, and waves of elite guards appear. Use your magic and Armageddon moves to take them out, then recharge. Once you're done, open the chest, power up on magic orbs, snag the food, and exit to the right.

A gate flanked by two steel boar heads and protected by a single guard looms ahead of you. As soon as you cross toward it, Silver's elite guards walk in, followed by archers. Blast with magic and special moves, and you can take them down. As usual in Metalon, be sure to charge up. Exit through the doorway to the top.

The next thing you see is a robot heading to the bottom of the screen—don't worry, it can't do anything right now. The elite guardsmen that teleport in can do something, though. Deal with them, recharge, and move through the gate at the bottom.

Fig. 10-6. Robots guard the gate, and the mouth above it spews fire.

Move quickly here. If you don't destroy the four guard robots, the mouth above the gate might spew fire at you. Once the robots are all down for the count, the Ane Lectus appears, and so does the Chronicler. As usual, recharge everything before saving with him. Exit through the top arch.

In the next scene, David and the gang talk briefly about being stronger than Silver even if he has sealed his alliance with Apocalypse. Activate your amulet of seeing and you can see a chest to your left. Inside are some arrows and a really spiffy shield, the diamond shield, with a strength of 10,000. Wow! Exit to the bottom right.

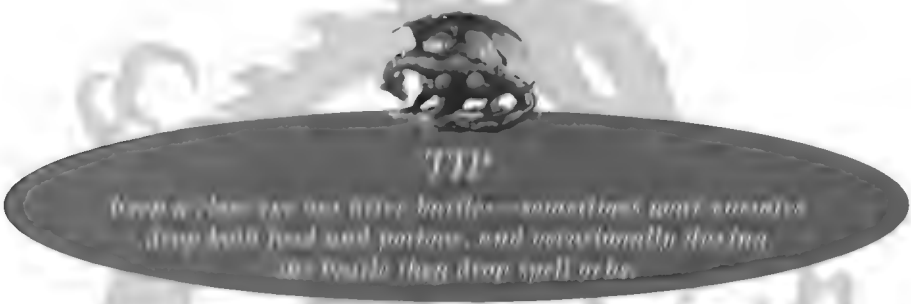
Fig. 10-7. Your heroes look down across Metalon.

You come to a room with a huge silver arch and a river of blood. Two or three waves of robots and archers teleport in to battle. Once you deal with them, recharge and take the exit under the metal arch.

The next scene features the blood river on the left and has a few archers and two waves of teleporting elite guards. The exit is at the top of the screen.

Fig. 10-8. Exit the L-shaped room to the bottom left.

Three waves of elite guards and archers await you in the L-shaped room. Don't forget that you can dip into your stock of gas vials, exploding vials, or chaos potions to help things along. Exit to the bottom left.



The situation's pretty similar in the next room, which gives you an even better look at the blood river. After the elite guards are dealt with, archers teleport in.

At last you get a breather. You arrive on the other side of the metal arch you saw earlier. All you need to do is exit to the left.

Fig. 10-9. Click in the middle of the arch and David places the Ane Lectus on the flames.

Only a few elite guards wait in the next room—apparently they weren't expecting you to get this far into Metalon. Now's a fine time to put high ground to use. Rush up to those stairs and then blast anyone that rushes up to fight you. Exit via the stairs.

Archers wait on the next screen. They're most easily eliminated with an Armageddon special move. You've arrived at the first room where you can place the Ane Lectus. What's an Ane Lectus, exactly? Well, it helps you drain Silver's blood from Metalon, which is a good thing.

Click on the flame in the middle of the arch and David automatically places the Ane Lectus there. A teleporter then opens at the bottom of the stairs. Take the stairs down and jump inside.

After you teleport, you arrive on the lower level of the earlier scene with the big stairs. Exit to the right. You see a strange sight—a boar robot encased in blood.

What taste in decor. Just run past it and head to the exit on the bottom right of the screen.

You arrive at a pier overlooking the river of blood. Move the cursor over the flame burning at the pier's end and you see a blinking Ane Lectus icon. By all means, place it there! Blood drains out of the room via a huge blood waterfall, and the Chronicler appears. Have a chat with him, then return to the screen where you saw the robot.

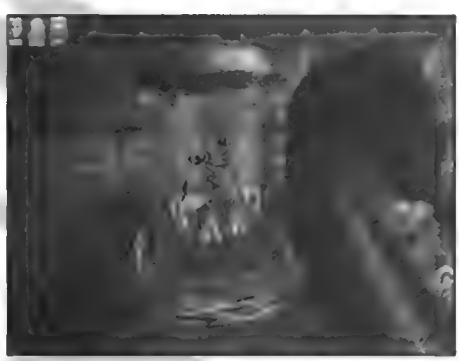


Fig. 10-10. Rend the robot is securely sealed in blood. For now.

Fig. 10-11. Blood flows out of Metalon after you place the Ane Lectus in the flames.

Whoa! The robot is gone! None of your heroes are happy about that. Head back to the teleporter and climb in, but be sure to check your health before you go. This time equip Jug with the firebow, Chiaro with acid magic, and David with earth magic. You're about to meet Rend the robot.

Rend the Robot

You're teleported to a different place, and pretty soon Rend the robot clomps in to destroy you. Have everyone chug an enchanted armor potion, send in your golem, equip the ring of resist magic, and make somebody invisible.

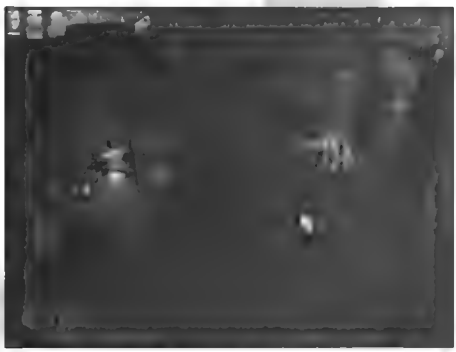


Fig. 10-12. Blasting Rend the robot.

Stay on the platform and don't get too close; use magic and ranged weapons to keep him at a distance.

Rend throws missiles. Watch your health bars and drink magic potions and healing potions, or eat food if you need to. If David or Chiaro goes down, switch Jug to healing magic to heal them so that they have enough health points to drink healing potions.

Once you defeat Rend, you're healed and advance another level. A Chronicler appears on the platform. Make sure everything is recharged, even special moves and magic items, before you save with him. Don't forget to re-equip Jug with his hammer and shield. Exit to the right.

SILVER'S PALACE

Objectives

- Talk with Oberius
- Destroy Silver's power
- Defeat Apocalypse

You've arrived at the main gate to Silver's palace. Take down the guards standing before the gate, but don't relax yet because a few more teleport in. After you finish them off, the gate opens. Take a moment to recharge before walking through, and set David to time magic.

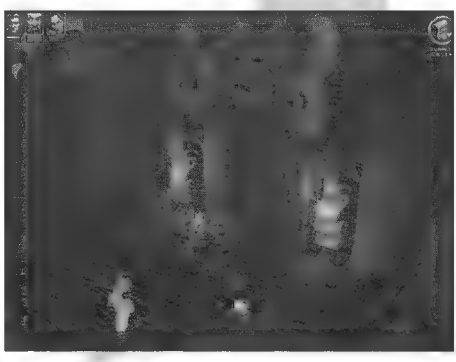


Fig. 10-13. Only a few guards watch the entrance to Silver's palace.

Fig. 10-14. The glowing portals lead to information and potions.

You come to a long hallway. Enemies teleport in as you advance, so go slowly. Use time magic on the Flayers that teleport in, then switch David back to ice or acid magic at level 2—something that does a lot of damage quickly. Exit to the right after recharging.

You arrive in an octagon-shaped room that houses several enemies, including a teleporting sorcerer. The Armageddon special move and some magic should take care of them. As usual, recharge before moving down the stairs. This time you really need to do so, because the next room is a doozy.

Take a moment to admire the great shifting shadows cast by the dragon-flame lamps, then get ready to fight. You face two waves of guards and two teleporting flayers, and you should plan on dipping into health or magic potions to keep you going. Use time magic to slow the Flayers down. Watch your health bars!

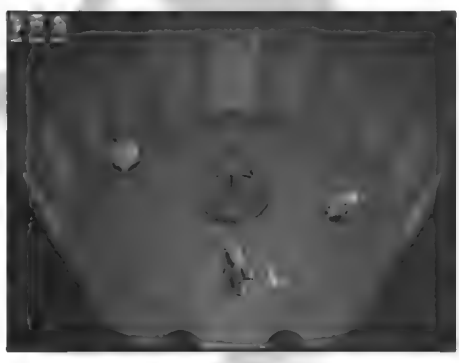


Fig. 10-15. Fuge's pet hound.

Once you kill off the bad guys, exit through the glittering portal on the stairs. It requires a half moon key, which you happen to have.

This hound is Fuge's pet. You can kill him with a quick slash or two. In the chest are some healing potions, a granite key, some enchanted armor, and a chaos potion. Activate your amulet of seeing and another chest appears, with even more potions.

Exit the way you came in, then use the granite key on the other glowing portal you saw in the previous room.

You enter a room with a priest, Oberius. He was imprisoned by Fuge. Oberius says no one knows the real source of Silver's power, and relates even worse news—none of the kidnapped women were really intended to be brides—they're to be sacrificed to appease Apocalypse.

When you finish talking with Oberius, exit the room with the stairs to the right.

You arrive at a curving corridor. Guards teleport in as you make your way around, so stop to fight them as you come in. Wizards teleport in too, and they stand out of sight on the screen edges and blast you. Make sure you target them with time magic and distance weapons. Use your special moves. You should be able to take them out without getting badly hurt. Use healing magic after the battle. Move to the right after re-equipping and recharging.

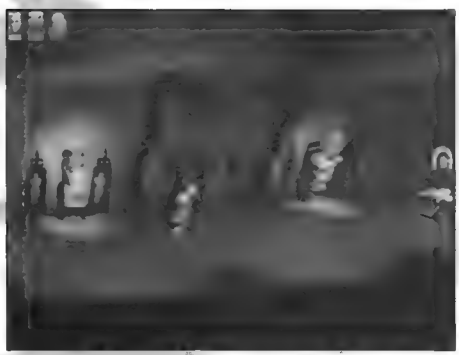


Fig. 10-16. The curving corridor.

Fig. 10-17. After you get the potions, the green lantern rises to blast open a hole.

The next room has two sets of switches. Go select the switches on the left first—the walls open and two potions appear. Then equip with time magic and click the switches before the second doors. A Flayer and a purple guard appear. After you finish them, a green lantern rises and blasts a pathway for you. Check your health, magic, and special moves, and get ready for a protracted battle.

This room is probably the toughest you've faced. It's huge, and it's got teleporting Flayers and guards. It's easy to lose track of your heroes. Dip into your stock of potions, recharge with the spell orbs, and use your golem and lycanthrope necklace. Use everything you have, but don't completely exhaust your potions, because you still have to face Silver.

Eventually, you can wear down the enemies and get to the potions in the chests. There aren't that many, unfortunately. Exit near the top of the screen.

Fig. 10-18. This room's so large that it's easy to lose track of your heroes in it.

There's another battle ahead, complete with one teleporting Flayer, but compared to that last part, it's a piece of cake. Get the potions and recharge with the spell orbs that appear, then check your health and exit to the right.

The last few teleporting Flayers and guards wait on the next screen, but you can take them down soon enough. Shift all magics to level 2 (except light magic, which only has one level). Save with the Chronicler that appears after you completely recharge, and scoop up any goodies these last minions drop. You're just about ready for your confrontation with Silver! Once you've saved, exit at the top of the screen.

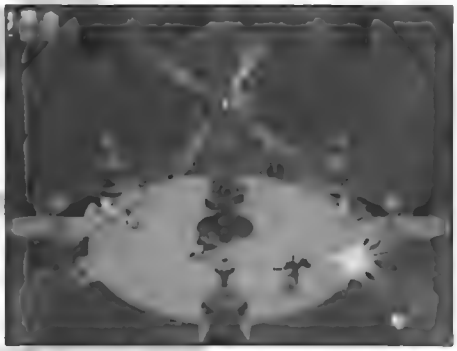


Fig. 10-19. Battle in the gyroscope room.

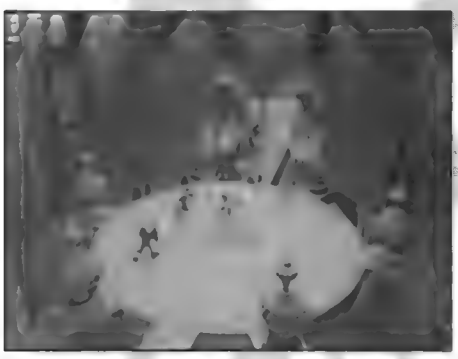


Fig. 10-20. Silver waits beyond the portal.

Silver

Silver waits for you in his throne room, and Jennifer and two other women bow before him, entranced. Silver taunts your heroes for a time, and you learn at last why William betrayed the rebels—he expected Silver to return Camille to him.

Silver informs William that he's going to sacrifice Camille along with the others, then blasts him when he goes berserk.

Then Silver teleports the women away and steps aside. "The battle's about to begin!"

Don't bother firing on Silver. What you need to target is the glowing sphere above the room's

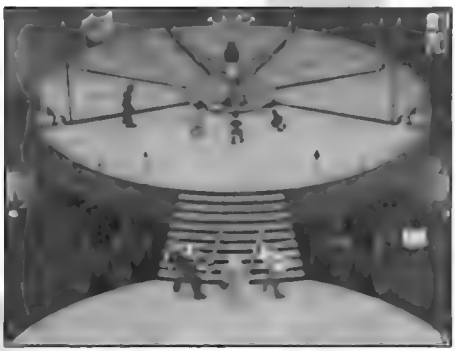


Fig. 10-21. Silver taunts you from the throne platform.

center, but you can't use just any magic—you have to start with fire, then use ice, then healing, then lightning. You must cycle through the magic orbs in the order they appear on your magic menu. When you strike the glowing sphere with magic, the health bar beneath Silver's icon drops. Keep blasting the sphere with one kind of magic until Silver's health bar drops to nothing and recharges, then switch to the next kind of magic and start over.

It sounds simple enough, but the battle is complicated by giant robots that teleport in to clobber you. The only nice thing about these robots is that they pound on whomever you set in front of them, including the golem.

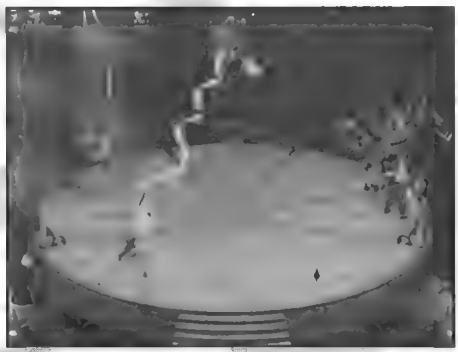


Fig. 10-22. Have a warrior fend off the robots while the mages blast the sphere.

The best strategy is to keep Jug, the golem, or David slugging at the robots while either Chiaro or David blasts the sphere. Don't put invisibility on the person attacking the robots—the robots are so stupid that they won't detect him and will move over to your spell caster. Instead, give the hero who's fighting the robots enchanted armor potions, healing, absolute protection, or lots of food. Don't send more than one hero to fight the robots, because you don't want to defeat the robots quickly, you just want to keep them occupied while you blast the sphere atop the room—the true source of Silver's power.

Use the magic orbs that you get after you kill the robots to recharge magic, or switch back and forth between David and Chiaro. While one recharges, the other can use magic while Jug pounds the robot. If you're out of spell points, magic potions, and magic orbs, have everyone attack the robots until they're down—every time you kill a robot you get two magic orbs.

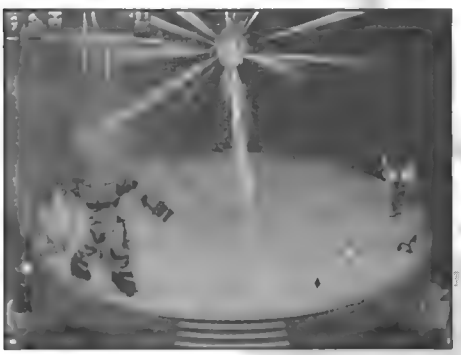


Fig. 10-23. With the sphere destroyed, Silver's moments are numbered.

Believe it or not, once you drain Silver's health bar each time with the eight kinds of magic, you've beaten him!

David refuses to finish Silver himself, thinking him a harmless old man. Nemesis then appears and says that David underestimates Silver—that it was Silver's depravity, not his power, that strangled his wife, and even without his power Silver is still depraved. Nemesis delivers the final blow and

Fig. 10-24. Reunited with Jennifer at last!

kills Silver. He explains that he pretended to let Silver kill him so that Silver would grow complacent.

Jennifer appears, amazed that David isn't dead. Silver had told her he'd been killed.

As Nemesis explains who he is, Apocalypse shouts out that someone must pay for Silver's death. Nemesis tells David that they must defeat him, and the only way they can do so is to merge. David tells Jennifer he loves her, then merges with Nemesis.

You're given the chance to save the game before the next section, and you should do so, because this may be the toughest battle in the entire game.

Apocalypse

You arrive in the lightning-blasted realm of Apocalypse, and soon hear the ominous beat of his wings. He taunts you for a moment, and then the battle begins.

> ***You don't have access to magic, potions, or food, and can only use one special move, the Falcon. You have to rely on wit and combat reflexes for this fight!***

Use your shield. Only come out from behind it for your special move. When Apocalypse lands to do battle, he pounds on your shield four or five times before leaping into the air. The moment he lifts into the air you should run. He'll either come back down with a quake attack or stay airborne and blast you with lightning bolts. Don't run under him, because this makes you susceptible to the quake attack.

Have your cursor pointed where you want to go while you're defending yourself with your shield—it saves you time when Apocalypse flies into the air to do his quake attack. Make sure you run to a place that's far enough away, or you'll still get hit by the aftershocks.

Never face off with him except where you have plenty of room, as close to the middle of the screen as you can get. You need room to run away when he launches into the air for a quake attack.

Apocalypse can fire bolts at you, which is one of the best ways to damage him. Lift up your shield when he flies into the distance and you rebound his fire bolts. Make sure you're facing Apocalypse's direction when he fires those bolts. While he's flying off into the distance, move a little way toward him so that your direction is similar. Then raise that shield!

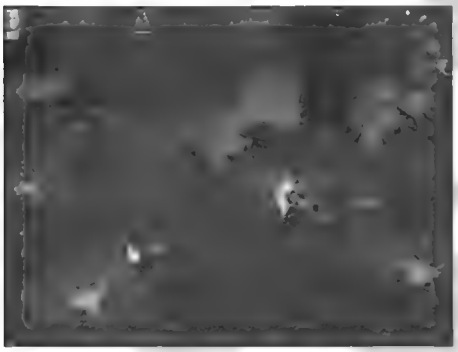


Fig. 10-25. Keep running when you hear the lightning. Apocalypse fires four lightning bolts, and if you keep moving they can't hit you.

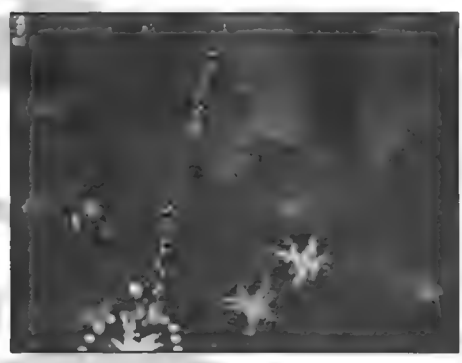


Fig. 10-26. The lava bolt barrage.

Apocalypse's most devastating attack is his lava bolt barrage. He flies into the air and summons lava bolts from fissures dotting the battleground. You're bound to take a little damage from them. When you hear him roar, run to the other side of the screen. As soon as he roars again, dash to the opposite side.

You must be patient. Sometimes it seems impossible to wait while Apocalypse bangs on your shield, but you expose yourself to needless damage unless you wait until your Falcon special move recharges. And don't keep your sword icon on him while you're readying to attack, because he seems to know when you've recharged and often leaps into the air right as you attack with your Falcon move. When you do attack him with the Falcon, swing the sword icon over him and click immediately.

Fig. 10-27. Sailing into history.

It may take a time or two, but eventually Apocalypse is defeated, and you're teleported back to your friends. But the story's not over. Sit back and watch some amazing graphics as Silver's palace disintegrates and your heroes run to safety.

At last, you're teleported to a ship off the coast of Metalon. The Duke, Glass, and Nemesis are there to welcome you. Jennifer and the women are safely aboard. The world of Jarrah is safe at last. As David says, "the glory belongs to everyone."

Chapter 11
FOOD AND WEAPONS

FOOD

As you progress through the game, more food items become available, ranging from apples to chicken legs to roast oats! Each restores a set amount of health points when eaten, and it can be helpful to know how much each food item is worth so that you don't waste a pie, say, when all you need is a hunk of cheese.

Food and Health Points

Food	Health Points Restored
Apple	20
Carrot	40
Bread	60
Cheese	80
Cake	100
Roast Rat	150
Pie	160
Chicken Leg	200

SHIELDS

David starts out with a simple wooden shield that's easily broken when he's attacked by an enemy. By the end of the game, he and his friends may well be toting magic diamond shields, which can withstand almost anything. The following table shows the shields and their strengths.

Shields

Type	Defense
Wooden Shield	40
Riveted Shield	80
Iron-Rimmed Shield	100
Steel Shield	200
Crested Shield	400
Dragon Shield	800
Enchanted Shield	1,600
Diamond Shield	10,000

WEAPONS AND SPECIAL MOVES

Hand-Held Weapons

Beginning with David's short swords and ending with the dual knightly swords you gain if you defeat Fuge, the hand-to-hand weapons are essential to surviving *Silver*. The following table lists all the hand-held weapons your characters can use, and what damage they do against enemies.

Hand-Held Weapons

Weapon	Level
Short Sword	1
Broadsword	3
Battleaxe	4
Long Sword	6
War Hammer	8
Mace	9
Bastard Sword	11
Dual Knightly Swords	12

Note: The level value indicates the maximum level the character can use each weapon.

Ranged Weapons

It's always good to keep your opponents at a distance, and if you can't fall back on magic, the following ranged weapons are extremely useful.

Ranged Weapons, add damage points

Type	Level
Catapult (Slingshot)	1
Knife	2
Short Bow	4
Long Bow	6
Axe	6
Bomb	8
Firebow	8
Glaive	12

Special Moves

During the course of the game, your heroes can learn eight special attacks. By the time they reach Silver's palace, one of the best hand-to-hand tactics is to quickly work through the special moves to overwhelm your opponents with a flurry of blows.

Special Moves

Special Move	Description
Web of Death	Hero slashes weapon quickly before him and on both sides
Reaper	Hero whirls completely around with weapon
Cleaver	Hero leaps into the air and smashes weapon on opponent
Scythe	Hero whirls twice while charging enemy
Falcon	Hero leaps into the air, brings weapon down, somersaults, and brings weapon down again
Hurricane	Hero leaps into the air, whirls weapon, then smashes it down upon landing
Berserker	Hero spins rapidly, cutting down nearby enemies and launching bolts of energy
Armageddon	Hero lifts weapon into air, summoning magical energy that leaps from the weapon to electrify opponents (One of the most devastating attacks in the game.)

Chapter 12
MAGIC

POTIONS AND MAGIC ITEMS

You're fighting your way through the sewers of Rain and find yourself surrounded by blood-red man-eating spiders, so you reach into your trusty pack and pull out—a potion of orange juice!

Don't let this happen to you. You no longer need to be confused about which color potion does what, or which ring protects you from sorcery. The following tables detail what each magical item and potion used by the heroes can do.

Potions

Only a few potions are available in the early stages of the game, but by the time you're ready to face Silver you can choose from eight. In the heat of battle that many potions can sometimes be confusing, so I've provided the following potion chart. If you're uncertain about which potion is absolute protection and which causes chaos, pause the game and look here.

Fig. 12-1. Jug prepares to chug a potion.

Potions

Potion Type	Color	Effect
Health	White	Completely recharges health points
Magic	Blue	Drink when low or completely drained of magical energy—completely recharges magic points
Strength	Dark red	Boosts the strength of the hero who drinks the potion, enabling him to do more damage with weapons
Enchanted Armor	Violet	Briefly provides added armor protection to the hero who drinks the potion
Exploding Vials	Light red	Explodes in a burst of crimson smoke when thrown at enemies
Gas Vials	Green	Raises a deadly cloud of noxious green gas when thrown at enemies
Chaos Potion	Brown	When thrown on enemies, they fight each other to the death—whoever is left alive stands dumbly afterwards until the potion wears off
Absolute Protection	Dark blue	Briefly provides complete protection to the hero drinking the potion—a hero can't take damage while the potion protects him

Magical Items

Ranging from wands of ice and fire to a necklace that turns its wearer into a werewolf, the magical items become more varied and powerful as the game progresses. The following table is a quick reference for each item and its use.

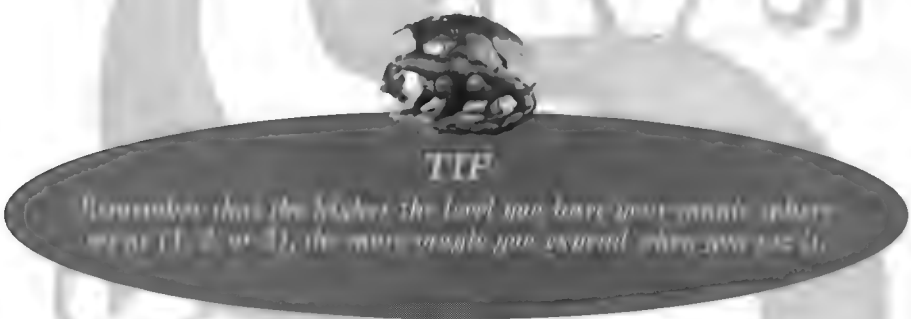
NOTE: Both the ice wand and the fire sword can be used as hand-to-hand weapons when they run out of magical energy (at which point they start recharging). You can not use special moves with either weapon, though, and so if you need to wade into close range combat you're better off switching to a normal sword. Simply re-equip either magical item once it recharges.

Magical Items

Magic Item	Use	Damage
Ice wand	Launches ice darts. Great against fire enemies	8
Fire wand	Launches fireballs. Great against ice enemies	11
Lightning staff	Projects lightning.	16
Amulet of seeing	When activated, shows invisible objects on screen. It lets out a distinctive chime when it runs out of energy, and recharges quickly.	N/A
Invisibility ring	Renders the hero who's wearing it briefly invisible.	N/A
Ring of magic protection	Protects the wearer against magical attacks for a short time.	N/A
Summon golem 1, 2, 3	Each of the three golem scrolls allows you to summon a slightly more powerful golem. Once you find the second golem scroll, it replaces the first, and the third replaces the second.	Variable
Lycanthrope necklace	Briefly changes the wearer into a werewolf, boosting his strength and agility. The hero wearing it is returned to full health when the necklace fades, but remember that he or she needs to be re-equipped.	Variable

ORBS

Most of *Silver's* game time is concerned with tracking down eight magic orbs, created in the dawn of time by a long-dead race. The more you use these orbs, the more capable you are with their magic. All but one of them has six different settings. As you accumulate orbs, which setting does what can become a bit confusing, so I've included a breakdown of each magic orb's uses.



Eacg orb has two basic settings, range or self, and seven of them have three different levels. Range means firing on another target, while self means using the magic on the hero equipped with the orb. To select the use of magic on the selected hero, merely click and hold the left mouse button on the hero while holding down the Control button.

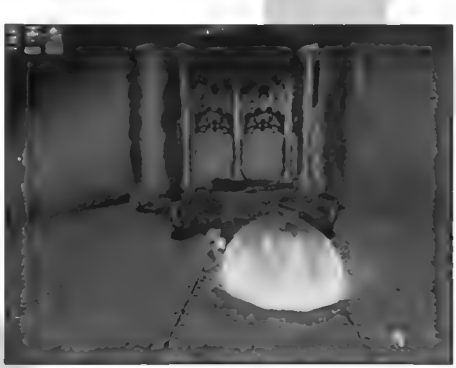


Fig. 12-4. Chiaro with the orb of fire magic set to level 2.

Fire Magic

Level	Range	Self
1	Launches fireball	Ring of heat
2	Fireball tracks target	Sphere of heat
3	Large fireball	Fireballs rain from sky

Ice Magic

Level	Range	Self
1	Single ice dart	Frost whirlpool
2	Barrage of ice darts	Smoking ring of frost
3	Large spiky ice ball	Ice stalactites drop from sky

Healing Magic

When a hero has healing magic selected, he can point at himself or others to heal them. Each level of magic heals more health points, but drains more spell points.

Lightning Magic

Level	Range	Self
1	Lightning ball	Protective lightning balls briefly circle character, zapping any enemies that approach; affords some protection, but not total
2	Lightning strike	Caster is briefly surrounded by rings of lightning that blast nearby enemies.
3	Large lightning strike	Caster calls a sphere of lightning that torches nearby enemies

Earth Magic

Level	Range	Self
1	Bolt of earth magic	Three bolts of earth magic circle the character, blasting any enemies that approach
2	More powerful earth bolt	Magic bolts fall around caster's immediate area
3	Huge bolt of earth magic	Caster is briefly surrounded by protective rock, and rocks rain from the sky

Fig. 12-5. David using earth magic at level 3.

Acid Magic

Level	Range	Self
1	Bolt of acid	A rain of acid blasts surrounding enemies
2	A stream of acid bolts	Acid smoke briefly surrounds caster
3	Deadly trio of acid bolts	Acid bubbles float up and briefly surround character

Time Magic

When used on self or fellow heroes, it speeds up the action of the hero(es). When used on enemies, it slows them down. The higher the level of the magic used, the greater the speed is increased or reduced. An enemy hit with time magic at level 3 is almost motionless and makes an easy target.

Light Magic

Range	*Self*
Launches damaging bolts of light energy	Creates a blinding, incredibly destructive blast of light emanating from the caster.

Chapter 13
ENEMIES

STATISTICS

Your heroes meet each of these enemies on screen, and each is discussed in detail in Chapters 2 through 10. This chapter lists behind-the-scenes statistics of all the more important enemies you face while you quest through the world of Jorrah, in the order that you find them if you follow the game walkthrough as described in Chapters 2 through 10.

Guard (grunt)

Category	Points
Level	1
Strength	26
Dexterity	10
Manual Dexterity	20
Wisdom	1
Constitution	10
Hit Points	15
Magic Points	0
Armor Class	6

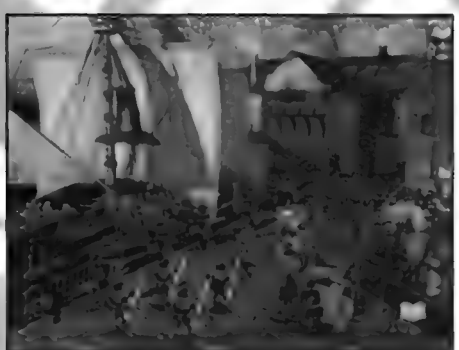


Fig. 13-01. Fuge is surrounded by grunts and elite guards.

Red Imp

Category	Points
Level	1
Strength	2
Dexterity	30
Manual Dexterity	20
Wisdom	1
Constitution	1
Hit Points	3
Magic Points	0
Armor Class	1

Flying Imp

Category	Points
Level	1
Strength	27
Dexterity	22
Manual Dexterity	1
Wisdom	1
Constitution	1
Hit Points	4
Magic Points	0
Armor Class	1

Shaman Imp

Category	Points
Level	1
Strength	6
Dexterity	24
Manual Dexterity	20
Wisdom	1
Constitution	1
Hit Points	30
Magic Points	0
Armor Class	2

Warrior Imp

Category	Points
Level	1
Strength	40
Dexterity	8
Manual Dexterity	1
Wisdom	1
Constitution	1
Hit Points	26
Magic Points	0
Armor Class	10

Giant Slink

Category	Points
Level	2
Strength	26
Dexterity	72
Manual Dexterity	1
Wisdom	8
Constitution	1
Hit Points	81
Magic Points	1
Armor Class	10

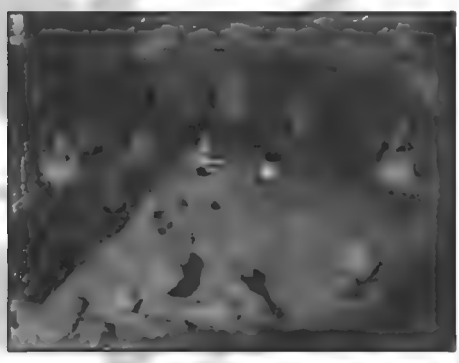


Fig. 13-2. David battles a host of golems.

Stone Golem

Category	Points
Level	1
Strength	30
Dexterity	1
Manual Dexterity	1
Wisdom	1
Constitution	1
Hit Points	30
Magic Points	0
Armor Class	50
Vulnerability	Ice magic
Low Damage	Earth magic

Demon

Category	Points
Level	3
Strength	84
Dexterity	74
Manual Dexterity	59
Wisdom	15
Constitution	1
Hit Points	73
Magic Points	3
Armor Class	108
Vulnerability	Ice magic

Guard Lieutenant

Category	Points
Level	2
Strength	34
Dexterity	13
Manual Dexterity	24
Wisdom	1
Constitution	12
Hit Points	20
Magic Points	0
Armor Class	10

Guard Captain

Category	Points
Level	2
Strength	52
Dexterity	14
Manual Dexterity	24
Wisdom	1
Constitution	12
Hit Points	45
Magic Points	0
Armor Class	22

Hellhound

Category	Points
Level	2
Strength	39
Dexterity	5
Manual Dexterity	1
Wisdom	1
Constitution	1
Hit Points	24
Magic Points	0
Armor Class	6

Hellhound Handler

Category	Points
Level	2
Strength	32
Dexterity	12
Manual Dexterity	1
Wisdom	1
Constitution	1
Hit Points	16
Magic Points	0
Armor Class	8

Archer

Category	Points
Level	2
Strength	32
Dexterity	12
Manual Dexterity	31
Wisdom	1
Constitution	12
Hit Points	16
Magic Points	0
Armor Class	8

Giant Bee

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	2
Constitution	14
Hit Points	22
Magic Points	0
Armor Class	15

Bear

Category	Points
Level	3
Strength	61
Dexterity	7
Manual Dexterity	29
Wisdom	2
Constitution	14
Hit Points	37
Magic Points	0
Armor Class	15

Mayor's Bodyguard

Category	Points
Level	2
Strength	34
Dexterity	13
Manual Dexterity	24
Wisdom	1
Constitution	12
Hit Points	16
Magic Points	0
Armor Class	10

Fire Sprite

Category	Points
Level	2
Strength	34
Dexterity	13
Manual Dexterity	24
Wisdom	10
Constitution	12
Hit Points	16
Magic Points	1
Armor Class	10
Vulnerability	Ice magic
Immune	Fire

Giant Fire Sprite

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	30
Constitution	14
Hit Points	823
Magic Points	6
Armor Class	15
Vulnerability	Ice magic
Immune	Fire

Tree Sprite

Category	Points
Level	2
Strength	34
Dexterity	13
Manual Dexterity	24
Wisdom	1
Constitution	12
Hit Points	16
Magic Points	0
Armor Class	10
Vulnerability	Fire
Low Damage	Ice magic
Immune	Earth magic

Tree Golem

Category	Points
Level	3
Strength	68
Dexterity	2
Manual Dexterity	1
Wisdom	2
Constitution	1
Hit Points	82
Magic Points	0
Armor Class	128
Vulnerability	Fire
Low Damage	Ice magic
Immune	Earth magic

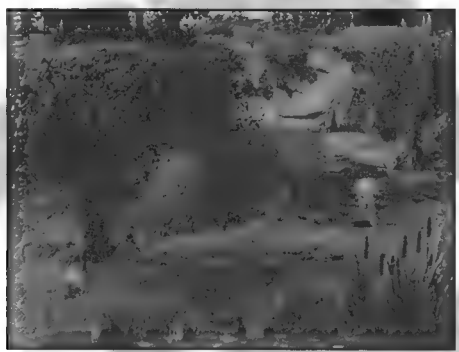


Fig. 13-3. David turns to blast a tree golem.

Wyvern

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	2
Constitution	14
Hit Points	22
Magic Points	0
Armor Class	15
Vulnerability	Fire
Immune	Ice magic

Viking

Category	Points
Level	4
Strength	57
Dexterity	22
Manual Dexterity	35
Wisdom	2
Constitution	17
Hit Points	30
Magic Points	1
Armor Class	25
Low Damage	Ice magic

Leopard

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	2
Constitution	14
Hit Points	22
Magic Points	0
Armor Class	15
Low Damage	Ice magic

Ice Troll

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	2
Constitution	14
Hit Points	22
Magic Points	0
Armor Class	15
Vulnerability	Fire
Low Damage	Ice

Ice Sprite

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	17
Constitution	14
Hit Points	22
Magic Points	3
Armor Class	15
Vulnerability	Fire
Immune	Ice

Angus the Frost Giant

Category	Points
Level	3
Strength	44
Dexterity	17
Manual Dexterity	29
Wisdom	68
Constitution	14
Hit Points	731
Magic Points	14
Armor Class	15
Vulnerability	Fire
Immune	Ice magic

Fig. 13-4. Angus falls dead after a heroic struggle.

Werewolf

Category	Points
Level	10
Strength	318
Dexterity	127
Manual Dexterity	103
Wisdom	11
Constitution	52
Hit Points	604
Magic Points	4
Armor Class	412

Giant Lobster

Category	Points
Level	4
Strength	70
Dexterity	9
Manual Dexterity	35
Wisdom	2
Constitution	17
Hit Points	49
Magic Points	1
Armor Class	25
Vulnerability	Lightning
Low Damage	Earth

Fish Man

Category	Points
Level	4
Strength	57
Dexterity	22
Manual Dexterity	35
Wisdom	2
Constitution	17
Hit Points	30
Magic Points	1
Armor Class	25
Vulnerability	Lightning magic
Low Damage	Earth magic

Aqua Dragon

Category	Points
Level	5
Strength	137
Dexterity	91
Manual Dexterity	102
Wisdom	66
Constitution	75
Hit Points	668
Magic Points	50
Armor Class	275
Vulnerability	Hit from below
Low Damage	Ice, acid, earth magic
Immune	Explosions, arrows

Blue Swamp Monster

Category	Points
Level	5
Strength	69
Dexterity	29
Manual Dexterity	41
Wisdom	3
Constitution	21
Hit Points	40
Magic Points	1
Armor Class	39
Vulnerability	Acid magic
Low Damage	Earth magic

Purple Swamp Monster

Category	Points
Level	5
Strength	80
Dexterity	29
Manual Dexterity	41
Wisdom	3
Constitution	21
Hit Points	67
Magic Points	1
Armor Class	39
Vulnerability	Acid magic
Low Damage	Earth magic

Tarrasque

Category	Points
Level	6
Strength	149
Dexterity	11 9
Manual Dexterity	122
Wisdom	85
Constitution	90
Hit Points	632
Magic Points	62
Armor Class	629

Fig. 13-5. The dreaded Tarrasque.

Monk

Category	Points
Level	6
Strength	74
Dexterity	149
Manual Dexterity	50
Wisdom	4
Constitution	25
Hit Points	90
Magic Points	1
Armor Class	63

Mystical Monk

Category	Points
Level	6
Strength	82
Dexterity	149
Manual Dexterity	50
Wisdom	4
Constitution	25
Hit Points	90
Magic Points	1
Armor Class	63

Viking Grunt

Category	Points
Level	6
Strength	186
Dexterity	37
Manual Dexterity	50
Wisdom	4
Constitution	25
Hit Points	54
Magic Points	1
Armor Class	63
Low Damage	Ice magic

Viking Captain

Category	Points
Level	7
Strength	241
Dexterity	48
Manual Dexterity	60
Wisdom	5
Constitution	30
Hit Points	208
Magic Points	2
Armor Class	101
Low Damage	Ice magic

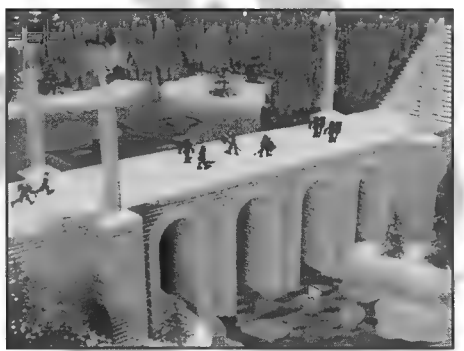


Fig. 13-6. Vikings patrol the bridge outside Glass' palace.

Viking Axe Thrower

Category	Points
Level	2
Strength	34
Dexterity	13
Manual Dexterity	24
Wisdom	1
Constitution	12
Hit Points	14
Magic Points	0
Armor Class	10
Low Damage	Ice magic

Draco

Category	Points
Level	8
Strength	314
Dexterity	251
Manual Dexterity	143
Wisdom	63
Constitution	322
Hit Points	826
Magic Points	219
Armor Class	2,013
Vulnerability	Fire magic
Low Damage	Earth magic
Immune	Ice magic

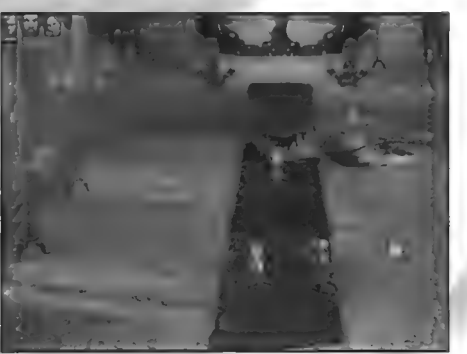


Fig. 13-7. Draco is dead at last.

Giant Rat

Category	Points
Level	7
Strength	106
Dexterity	48
Manual Dexterity	60
Wisdom	5
Constitution	30
Hit Points	86
Magic Points	2
Armor Class	101

Giant Spider

Category	Points
Level	7
Strength	116
Dexterity	97
Manual Dexterity	60
Wisdom	5
Constitution	30
Hit Points	98
Magic Points	2
Armor Class	101
Vulnerability	Fire
Low Damage	Acid magic

Rat God

Category	Points
Level	8
Strength	376
Dexterity	201
Manual Dexterity	176
Wisdom	144
Constitution	129
Hit Points	1,982
Magic Points	95
Armor Class	1,611
Vulnerability	Earth magic
Immune	Acid magic

Khan and Barracks Guard

Category	Points
Level	8
Strength	163
Dexterity	63
Manual Dexterity	72
Wisdom	6
Constitution	36
Hit Points	99
Magic Points	2
Armor Class	161

Lizard Guard

Category	Points
Level	10
Strength	318
Dexterity	106
Manual Dexterity	103
Wisdom	11
Constitution	52
Hit Points	272
Magic Points	4
Armor Class	412

Little Dancing Lizard

Category	Points
Level	9
Strength	212
Dexterity	82
Manual Dexterity	86
Wisdom	8
Constitution	43
Hit Points	134
Magic Points	3
Armor Class	258

Fig. 13-8. Alone, these little lizards are an annoyance, but they're more challenging in groups.

Lizard Underwarden

Category	Points
Level	11
Strength	622
Dexterity	441
Manual Dexterity	303
Wisdom	317
Constitution	223
Hit Points	1,530
Magic Points	176
Armor Class	4,618

Bat

Category	Points
Level	1
Strength	26
Dexterity	10
Manual Dexterity	20
Wisdom	1
Constitution	10
Hit Points	12
Magic Points	0
Armor Class	6

Fuge

Category	Points
Level	10
Strength	424
Dexterity	297
Manual Dexterity	155
Wisdom	276
Constitution	196
Hit Points	2,264
Magic Points	180
Armor Class	1,374
Immune	Lightning magic

Skeleton Grunt

Category	Points
Level	10
Strength	636
Dexterity	106
Manual Dexterity	103
Wisdom	11
Constitution	52
Hit Points	272
Magic Points	4
Armor Class	412

Skeleton Captain

Category	Points
Level	11
Strength	358
Dexterity	138
Manual Dexterity	124
Wisdom	14
Constitution	62
Hit Points	408
Magic Points	5
Armor Class	660

Black Wraith

Category	Points
Level	11
Strength	358
Dexterity	138
Manual Dexterity	124
Wisdom	14
Constitution	62
Hit Points	327
Magic Points	5
Armor Class	660

Plague Cyclops

Category	Points
Level	11
Strength	469
Dexterity	14
Manual Dexterity	6
Wisdom	14
Constitution	62
Hit Points	332
Magic Points	55
Armor Class	412

Plague Monster

Category	Points
Level	10
Strength	361
Dexterity	106
Manual Dexterity	103
Wisdom	403
Constitution	52
Hit Points	302
Magic Points	160
Armor Class	412

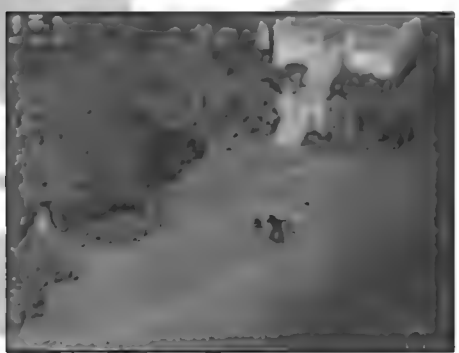


Fig. 13-9. The plague monsters used to be men, and still carry swords and bows.

Plague King

Category	Points
Level	10
Strength	509
Dexterity	339
Manual Dexterity	253
Wisdom	244
Constitution	186
Hit Points	2,264
Magic Points	144
Armor Class	2,886

Red Beholder

Category	Points
Level	11
Strength	358
Dexterity	138
Manual Dexterity	124
Wisdom	358
Constitution	62
Hit Points	245
Magic Points	140
Armor Class	660

Purple Beholder

Category	Points
Level	12
Strength	466
Dexterity	179
Manual Dexterity	149
Wisdom	502
Constitution	74
Hit Points	331
Magic Points	192
Armor Class	1,056

Dead Queen

Category	Points
Level	12
Strength	717
Dexterity	573
Manual Dexterity	364
Wisdom	412
Constitution	267
Hit Points	4,414
Magic Points	215
Armor Class	7,389
Vulnerability	Fire, ice, acid, earth
Low Damage	Time magic

Silver's Elite Guard

Category	Points
Level	12
Strength	466
Dexterity	179
Manual Dexterity	149
Wisdom	18
Constitution	74
Hit Points	351
Magic Points	7
Armor Class	1,056

Silver's Elite Archer

Category	Points
Level	12
Strength	466
Dexterity	179
Manual Dexterity	149
Wisdom	18
Constitution	74
Hit Points	497
Magic Points	7
Armor Class	1,056

Robot Guard

Category	Points
Level	12
Strength	466
Dexterity	179
Manual Dexterity	149
Wisdom	18
Constitution	74
Hit Points	662
Magic Points	7
Armor Class	1,056

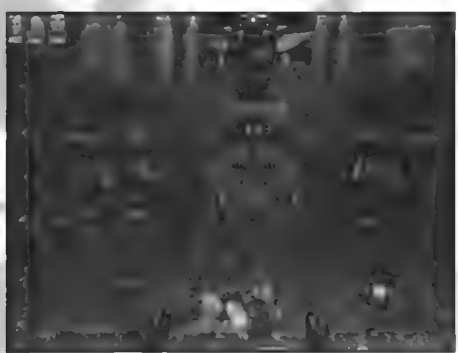


Fig. 13-10. Robot guards bar the gate in Metalon.

Rend the Robot

Category	Points
Level	12
Strength	645
Dexterity	573
Manual Dexterity	364
Wisdom	412
Constitution	267
Hit Points	4,690
Magic Points	215
Armor Class	7,389
Immune	Special moves

Silver's Flayer

Category	Points
Level	12
Strength	46
Dexterity	179
Manual Dexterity	149
Wisdom	323
Constitution	74
Hit Points	938
Magic Points	124
Armor Class	1,056

Apocalypse

Category	Points
Level	12
Strength	520
Dexterity	238
Manual Dexterity	364
Wisdom	412
Constitution	267
Hit Points	16,554
Magic Points	215
Armor Class	1,051

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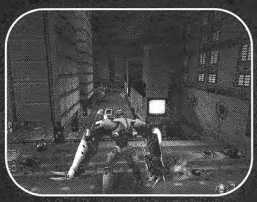

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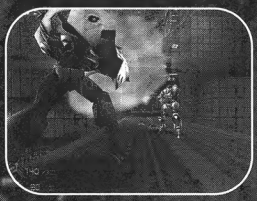

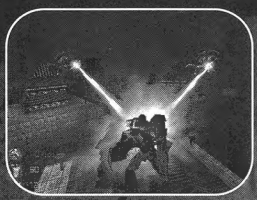

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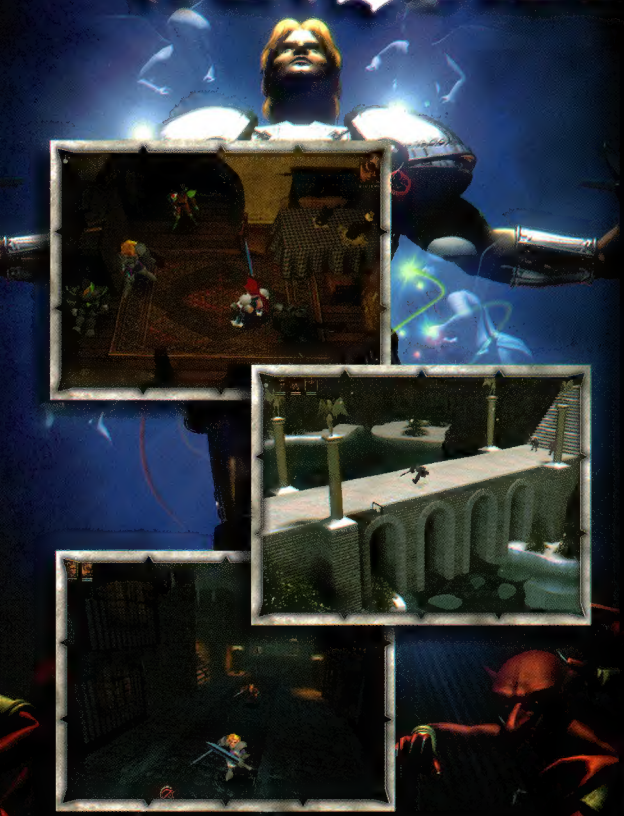

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